How to make a new project for Unity and GitHub:

1. Make Unity project with no spaces in name
2. Make GitHub repository
   1. “Create repository”
   2. Browse to and select the parent folder of your project’s folder (usually Documents/Unity)
   3. Type in exact name of your Unity project
   4. Select “Create Repository”
3. Make first commit
   1. Make Unity work with GitHub
      1. Edit->Project Settings->Editor
      2. Asset Serialization->Mode = Force Text
   2. Make GitHub work with Unity
      1. Find and open .gitignore file
      2. Add the following text to the top:
         1. #Unity Folders
         2. Library/
         3. Temp/
      3. Save
   3. Make initial commit
      1. Select all changes in GitHub
      2. Title and commit message
      3. Click “Publish” and make a description
4. Unity-GitHub set up complete!