

Source Control and Unity

You are free to use whatever source control service you are comfortable with for your final project as long as you can add me to it. (e.g., Unity Collaborate (only works for group of 3 or less), github, bitbucket (groups of 5 or less), sourceforge)

File conflicts: this is the biggest headache when working on a team. Here are instructions for Unity Collaborate, but it still requires an external tool to do scene/prefab merges so it applies to all solutions.

<https://docs.unity3d.com/Manual/UnityCollaborateResolvingConflicts.html>

WARNING: You can merge prefabs and .unity files. but the internal YAML format of .unity files is not entirely intuitive when dealing with conflicts, so generally I suggest minimizing merging .unity files. A better idea is to use lots of prefabs and edit those rather than editing the scene directly.

I assume you have used Github before. My github name is **johnpquarles**

Example using bitbucket and sourcetree

The advantage of bitbucket is that it offers private repositories. So if you don't want something to be public and you don't want to pay for a private repo, bitbucket works for small teams.

1. Set up and learn to use bitbucket's source control (5 members max so use this only if you have a 4 person group so you can add me too)

Video tutorial: <https://www.youtube.com/watch?v=BtEvnE79jxY>

If you are confused at what all the commands are and what they do, go through a more in depth web page tutorial on how to use version control:

<https://confluence.atlassian.com/bitbucket/bitbucket-tutorials-teams-in-space-training-ground-755338051.html>

- This also goes through how git works in general
- This also takes your through how to set up command line versions of git or Mercurial

2. Set up unity to work with a version control system

<http://unity3d.com/learn/tutorials/modules/beginner/architecture/folders-in-version-control>

If you don't like using command line or sourcetree, try GitKraken (this is what I use):

<https://www.gitkraken.com/>

