Linking Unity and the Github repo

1. Download Unity and Github
2. Use git init in the folder you want your projects stored in (your Unity workspace)
3. Clone the game repo into the workspace
4. Set Unity’s workspace to the game folder

Troubleshooting

1. .gitingnore file needs to have \*libName\*/ and not /\*libName\*/ to function
2. If you cannot remember what you changed during a commit, use git diff \*filename\* to see the changes
3. To make sure meta files are readable, go to Edit->project settings->editor and set version control to visible meta files and asset serialization to force text
4. COMMIT OFTEN TO AVOID LARGE FILE ISSUES
5. USE BRANCHING TO PREVENT MISTAKES FROM SPREADING

* To create and checkout a branch use “git checkout -b \*branchName\*”
* To change branches use “git checkout \*branchName\*”