

GUIDE:

intro to GitKraken & GitHub & Unity

This is a guide to help you put your Unity project folder on GitHub

"**source control**" = fancy internet way of backing up files / sharing files / collaborating with others

"**Git**" = one of many different source control systems

"**GitHub**" = the most popular Git service in the world, it's free too

PART 1: GET EVERYTHING READY

- 1.IMPORTANT: if you don't already have a Unity project folder ready to backup, then make a new Unity project folder now; make sure to save at least one file in it (an empty scene file, etc.)
 - 2.if you don't already have a GitHub account, go to GitHub.com and make a free account *(sometimes new accounts get accidentally flagged as robots... if this happens, you have to e-mail GitHub Support and tell them that you're not a robot)*
 - 3.download and install Gitkraken; if prompted, give it your GitHub login
 - 4.open Gitkraken
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PART 2: INITIALIZE YOUR LOCAL REPO ("local" = on your laptop)

first, we must tell git to turn your project folder into a repository

- 1.in GitKraken's menubar at the top, select File > Init Repo
- 2.in sidebar, select Init > Local Only (DO NOT select "GitHub", we have to do it manually)
- 3.set "New repository path" to your Unity project folder (the folder containing Assets, ProjectSettings, etc.)
- 4.set ".gitignore Template" to "Unity"

(Why? "gitignore" tells Git to ignore certain files and folders, like Library and Temp, which are unnecessary to keep in source control.)

- 5.click "Create Repository"

PART 3: MAKE A COMMIT ("commit" = a backup / snapshot of your project files)

to backup your files, you "stage" the file to get it ready, then "commit" it

- 1.you should see 3 boxes: "Unstaged Files", "Staged Files", and "Commit Message"
- 2.type in a descriptive Commit Message that explains what you did...
good examples: "added level 3, removed grandma boss"
bad examples: "blah blah, poop, I hate github"
- 3.in Unstaged Files, hover over a file and click "Stage File" to stage it. Wait a little while for it to appear in the Staged Files section.

4. keep doing this for all your files, or click "Stage all changes"

5. when everything is finally staged then click "Commit changes" button at bottom

6. wait a little while for the commit to finish

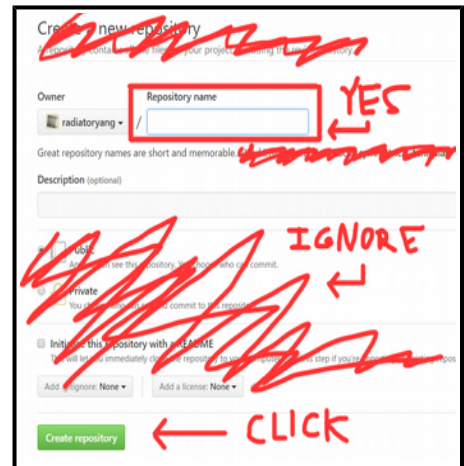
PART 4: INITIALIZE YOUR REMOTE REPO ("remote" = GitHub)

now that we have a commit, we can upload them to GitHub

1. go to GitHub.com, click the "+" button in the upper right, select "New repository"

2. type in a good descriptive repo name, then click "Create repository" button at bottom

(WARNING: DO NOT ENABLE "Initialize this repository with a README" OR IT WILL BREAK EVERYTHING (we already initialized it locally on your computer, so we don't want to initialize again on github)



3. you now have a brand new, totally empty Git repo on GitHub

4. select and copy the Clone URL on the webpage (it should start with "https://" and end with ".git")



PART 5: CONNECT YOUR REMOTE REPO TO YOUR LOCAL REPO

we have a repo on your computer, and a repo on github... now to connect them

- 1.in Gitkraken's left sidebar, you should see a section labeled "REMOTE"
- 2.hover your mouse over "REMOTE" and click the "+" button that appears
- 3.type in a name (e.g. "github")
- 4.paste the Clone URL from Part 4 into the Pull / Push URL boxes (it's the same URL)

PART 6: UPLOAD YOUR COMMITS TO THE REMOTE

now that we have connected your local repo to your remote repo, we need to "push" (upload) the commits to the remote

- 1.click the "Push" button at the top
- 2.wait a little while... if you have a lot of big files, this make take a long time, sorry
- 3.open your repo's webpage on GitHub.com and make sure your files are actually there

CONGRATS! YOU'RE DONE... FOR NOW

whenever you work on your homework, you will need to make a new commit and push the commit (repeat parts 3 and 6)