

GitHub and SourceTree walkthrough

(For Mac, but PC is likely similar)

- 1) Download SourceTree. <https://www.sourcetreeapp.com/>
(If you have an older version of Mac OS, you can download an older version of SourceTree here: [SourceTree 2.0.5.8 Direct Download](#))
- 2) Install it.
- 3) During install, add your GitHub account information.
- 4) It may ask you to "Clone your first repo." You can skip this step.
- 5) After setup is complete, you want to create a new repository. That's where all your project files will be stored. Click the "+ New Repository" button (at least on the version I'm using).
- 6) Choose "add existing local repository". Browse to the folder that contains your unity project, perhaps called something like "Project 1".
- 7) SourceTree will confirm the location and name of the repository. The "type" is Git (default). Click the checkbox for "Also create remote repository". Click Create.
- 8) SourceTree will ask you to confirm the details of the remote repository. Local means stored on your personal computer, and remote means stored at GitHub.com. You want both, and that's what we're doing now. Ensure that the remote repository is reasonably named, shows your github info, and that the checkbox for "private repository" is Off (that is, it should be a public repository). Click Create.

SourceTree just created a new project for you on GitHub, and will track changes for you.

- 9) Go to GitHub. Notice that your project is there. Now you need to add files. The first thing we want to add is a .gitignore, so GitHub knows what files to track and what to ignore. Click the link to add it, in the upper right, choose Unity, then choose commit.
- 10) Go back to Source Tree. Click the Fetch button to get the .gitignore file onto your local computer.
- 11) Stage all your files (click the pending files checkbox). Click the Commit button, add a comment, ensure that the Push to origin/master checkbox is selected. Push.

Until you become more comfortable with GitHub and SourceTree, it's perfectly fine to create a new repository for each part of each project. Just include a direct link to your GitHub project in the hand-in spreadsheet.