

Getting started with Git

What is Git?

- A system for Version Control
 - → helps to keep track of software development
 - → allows for (save) collaboration on projects
- In many ways it is similar to modern cloud services, however, it is much more optimized for changes in text files



Git allows us to easily share projects

- To track how they have changed
- To revert changes

We will use it to:

- Submit your code for assignments
- To share your projects with your classmates
- To hold on to our own work.



How To Git (good)

Basic working progess:

- You have a repo (basically a folder, that is watched by git)
- You make some changes
- You "stage" these changes
- You "commit" these stages
- You "push" these stages
- → Then (and only then) other people can download your commit from the only repo

How to git (good)

- 1. Version.aalto.fi ← Log In with your Aalto Account
- Download Git (<u>https://desktop.github.com/</u>)
- Link an SSH Key (GIT GUI)
- 4. Create a remote (version.aalto.fi)
- 5. Create local Repo
- 6. Link



More Ressources

- https://learngitbranching.js.org/ (Interactive Tutorial)
- http://try.github.io/
- https://git-scm.com/book/en/v2



Assignments

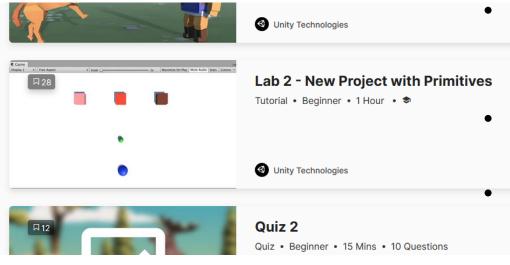
Till Tuesday 23:55:

- Create a GIT Repo on version.aalto.fi
- Share this GIT Repo with us
 - Give access to:
 <u>Sebastian.Schlecht@aalto.fi</u>
 Jan.Vornhagen@aalto.fi
- Upload a txt with a link to the repo on MyCourses

Till Sunday 23:55

- Get started with Unity: https://learn.unity.com/course/create-with-code
- Learn the content in Unit 1 through 4.
- Each Unit has a "Lab" assignment.
- Upload the combined Lab of Unit 1 through 4

For Sunday



- Upload a commit to your git called
- "Assignment1_130920"
- Compile the lab and upload the files to MyCourses
- If MyCourses doesn't work: upload a txt document while having a compiled version of your game in your git}