

Homework 1 Instructions

1. Go to <https://github.com/> and create an account if you don't already have one
2. Install Unity3D <https://store.unity.com/> [select "Personal"]
 - a. If you've never used Unity before, you'll need to create an account
3. Install GitHub <https://desktop.github.com/> [this will install the desktop version as well as some command-line tools, to get started we will need to use both]
4. Install a basic text editor if you don't already have one (Text Wrangler, Notepad ++, Atom)
5. Sign into your GitHub account in GitHub desktop
6. If you're on Windows, you'll need to install Visual Studio. If Unity doesn't direct you to do so, you can get it here: <https://www.visualstudio.com/vs/community/>
7. If you're on Mac, you'll need to install XCode, which you can find in the app market.
8. Create a Unity Project, name it your_name_unity_homework - [remember or write down in what directory you save it]
9. Save the first scene, exit Unity3D
10. If in Mac, open terminal; if in windows open Git Shell - this will bring you to a command line
11. In the shell, navigate to the folder your new Unity project is in
 - a. If you've never used command line before, you go up a folder by typing "`cd ..`", and go to a folder with "`cd folder_name`"
12. In the shell, type in `git init` and hit enter
13. In a text editor, (Notepad, Text Wrangler, etc.) create a new text file in your directory
14. Then paste in all the text from this page:
<https://gist.githubusercontent.com/kleber-swf/6e62de2ed95cd2c0f2de/raw/e9a2b93b00328540c00171d799e1bb60a230156b/.gitignore>
15. Save this file in your directory as ".gitignore". That's exactly it - not a typo.
16. Go back to GitHub Desktop, click the plus icon in the top left to add a new repository
17. Navigate to your Unity folder, and add that into github desktop, follow directions to put the new folder into GitHub Desktop
18. Select the added repository, then click the "changes" tab at the top to show all uncommitted changes
19. In the "Summary" field, type in "Initial Commit", nothing in the description, then hit "Commit to Master"
20. After it's finished processing, hit "Publish" up in the top right corner.
21. Go back to GitHub, go to your account, find the new repository you just published, and email me a link to it.