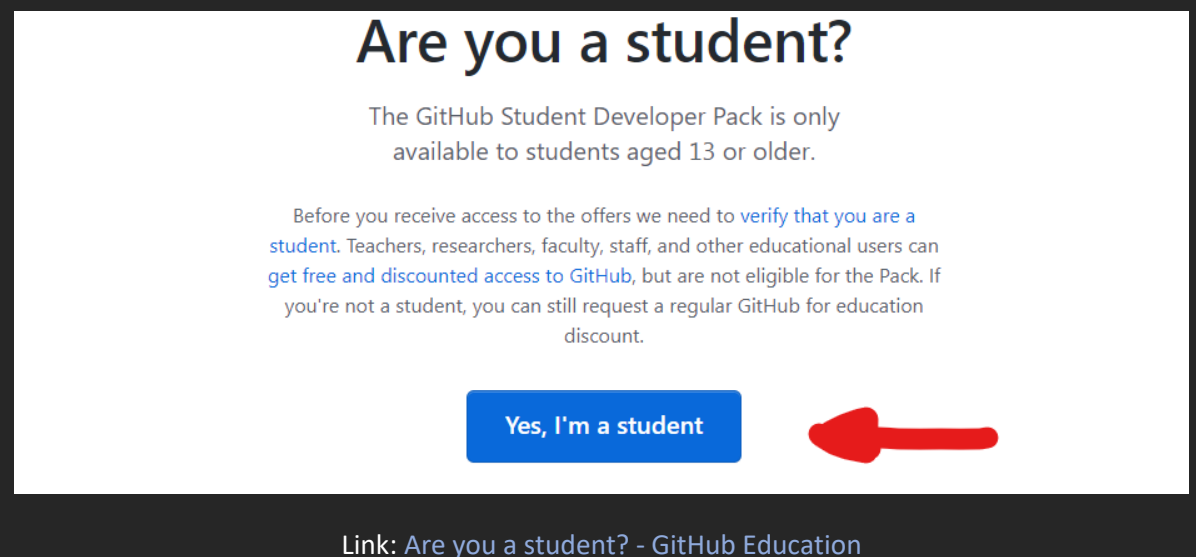


HOW TO SETUP GITHUB FOR UNREAL ENGINE 4/5

A GUIDE BY
MORGDEV

STEP 1: (ALL) APPLY FOR GITHUB STUDENT DEVELOPER PACK

1. On your web browser, create a GitHub account and apply for the Student Developer Pack. You will need access to your university email, to confirm you are a student. The email may be sent into spam or bin folder, it may take up 10 minutes to receive the email.



Are you a student?

The GitHub Student Developer Pack is only available to students aged 13 or older.

Before you receive access to the offers we need to [verify that you are a student](#). Teachers, researchers, faculty, staff, and other educational users can [get free and discounted access to GitHub](#), but are not eligible for the Pack. If you're not a student, you can still request a regular GitHub for education discount.

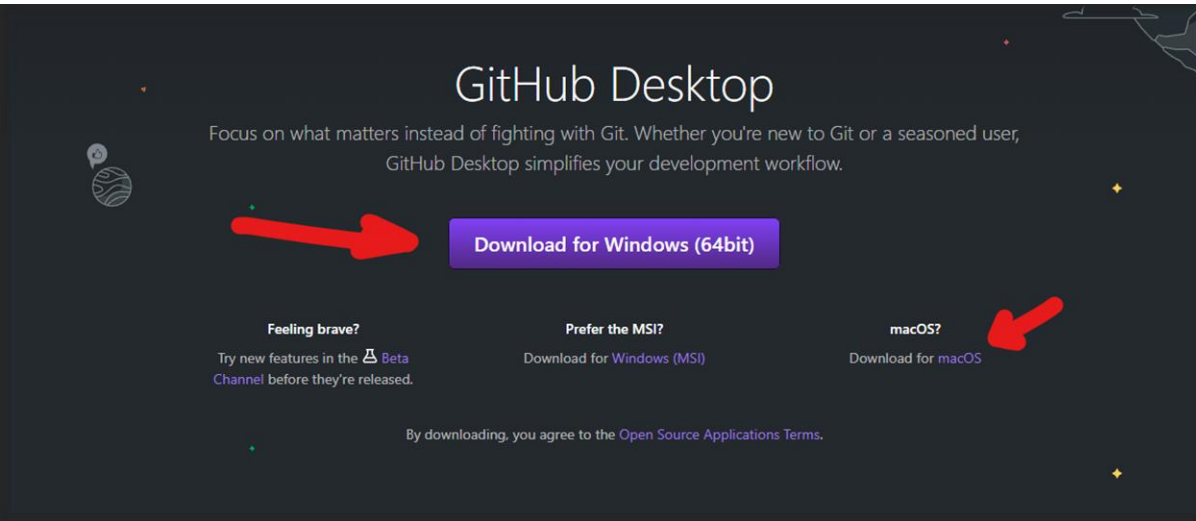
[Yes, I'm a student](#)

Link: [Are you a student? - GitHub Education](#)

2. Keep note of the email / Username of your GitHub account and send those details to your project Lead so they can add you to the repository.

STEP 2: (ALL) DOWNLOAD GITHUB DESKTOP

Download GitHub desktop for your respective platform Windows or MacOS.



GitHub Desktop

Focus on what matters instead of fighting with Git. Whether you're new to Git or a seasoned user, GitHub Desktop simplifies your development workflow.

[Download for Windows \(64bit\)](#)

Feeling brave?
Try new features in the [Beta Channel](#) before they're released.

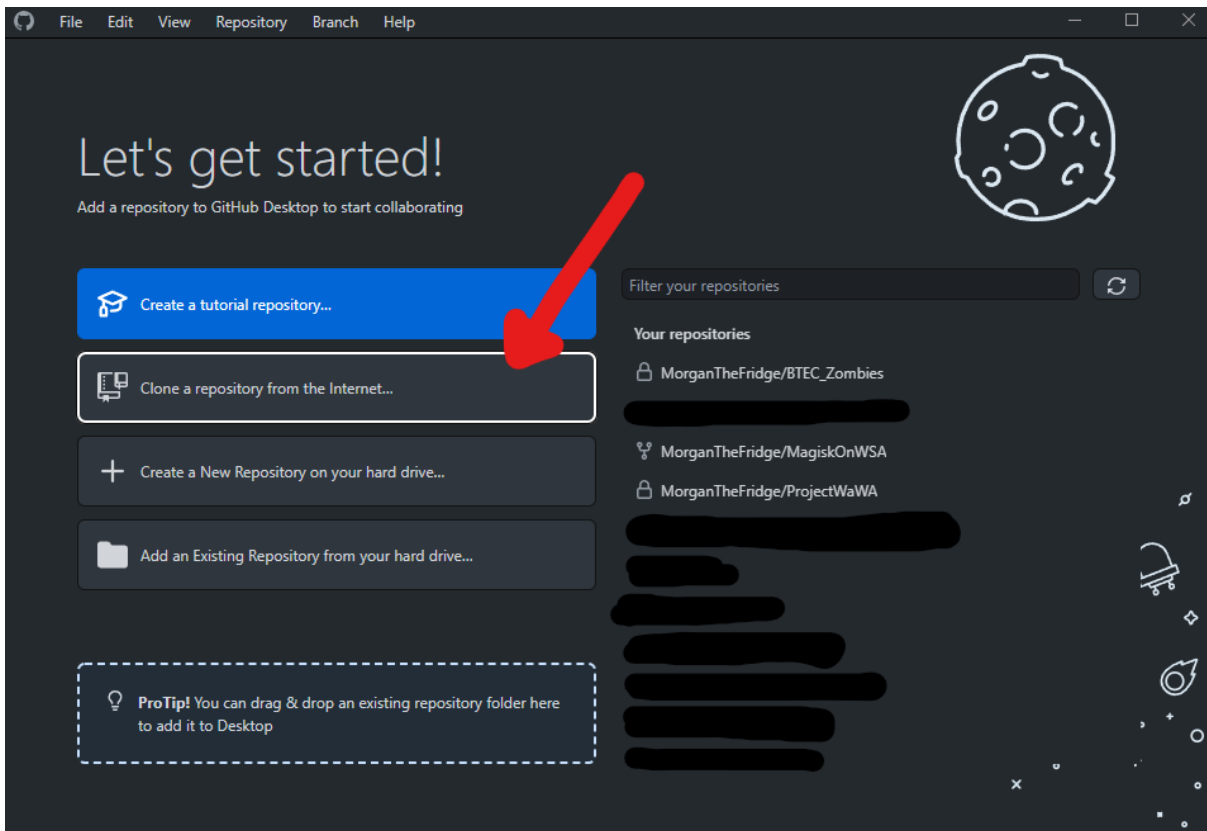
Prefer the MSI?
[Download for Windows \(MSI\)](#)

macOS?
[Download for macOS](#)

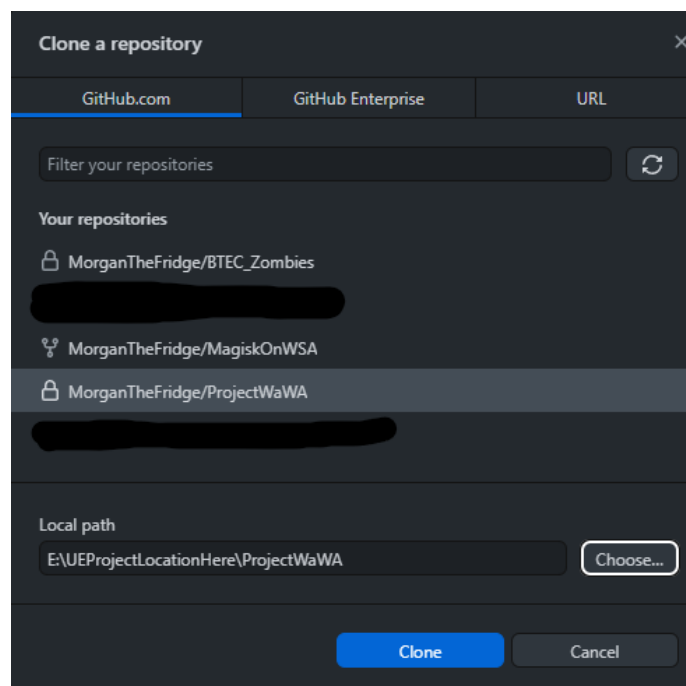
By downloading, you agree to the [Open Source Applications Terms](#).

STEP 3: (ALL EXCEPT PROJECT LEAD) CLONE THE REPO

1. Sign into GitHub Desktop using the details you used in Step 1.
2. Select "Clone a repository from the internet".



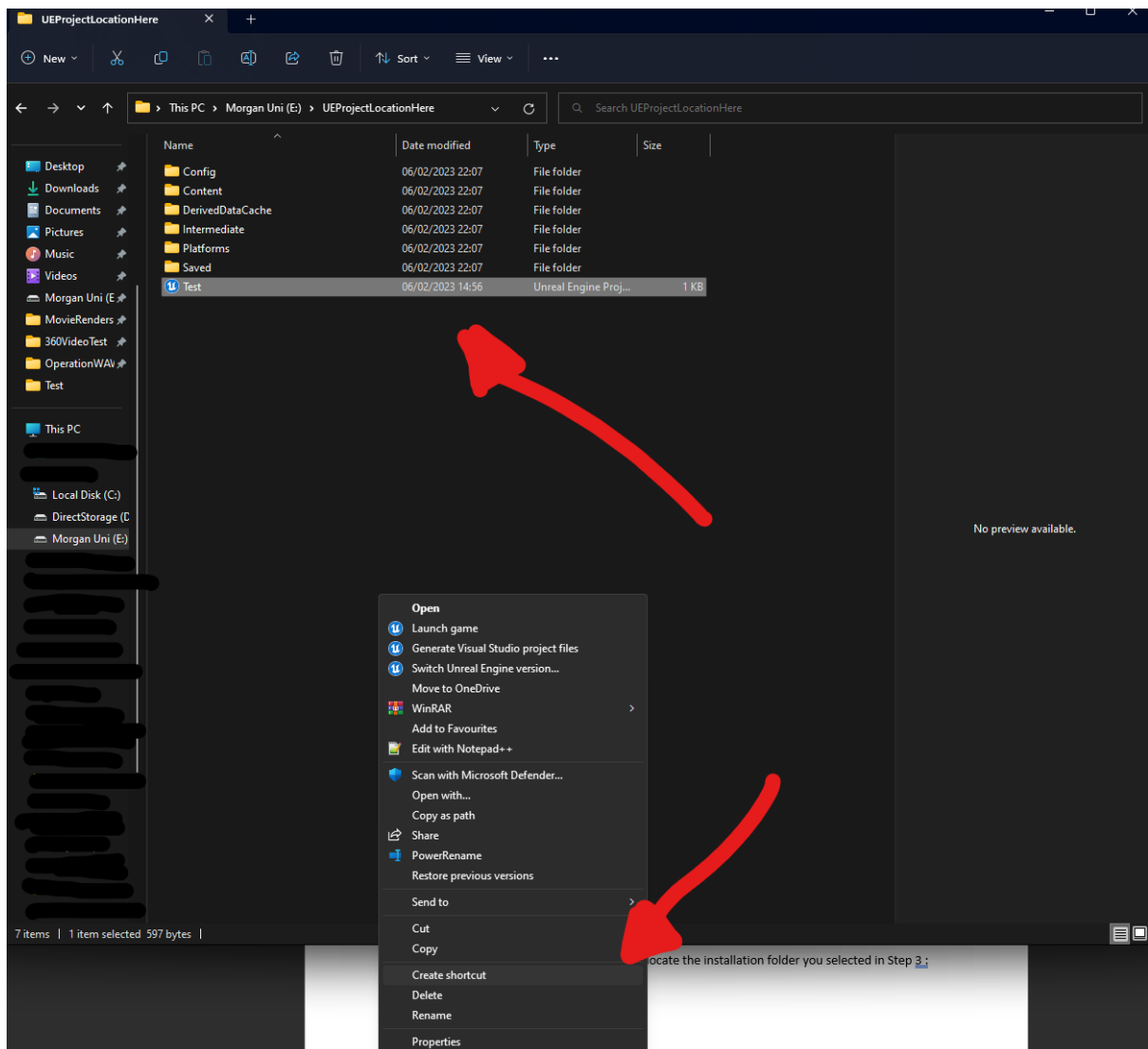
3. Once you have added to the Repo by your Project lead, you should see the repositories name, select it.
4. Choose a space you would like to store the project repo, under "Local path" and by selecting "Choose button".



5. Now Select "Clone" Button. Now the Repo is downloading, it may take a while!

STEP 4: (ALL) OPEN PROJECT USING UNREAL

1. Once the Repository has downloaded, locate the installation folder you selected in Step 3 : Part 4 .
2. Right click the “unreal engine project.exe” and create a shortcut.

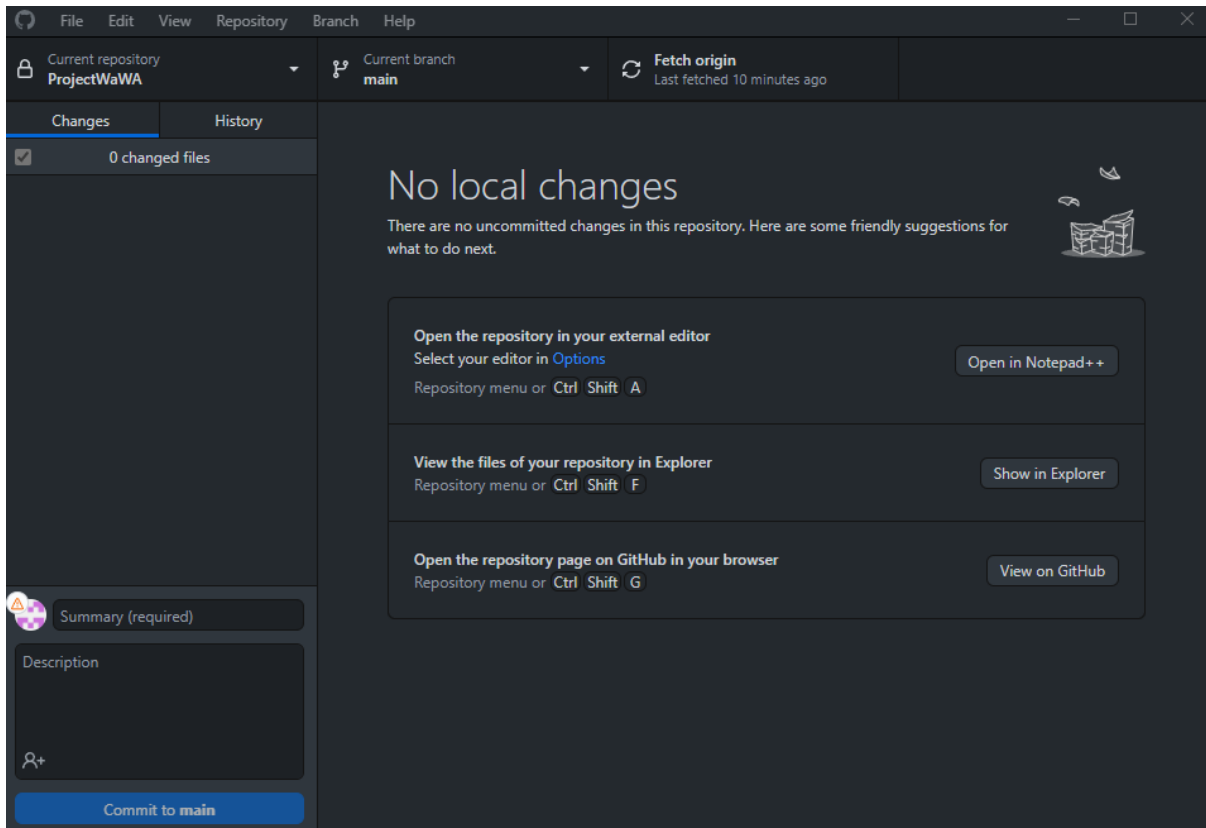


3. Put that shortcut onto your desktop and open it. **Tech tip:** (It's an easy way to open your projects)

STEP 5: (ALL) GITHUB DESKTOP BASICS

Tips : Start with, having different maps withing the project. E.g Modeller, Blueprints or Textures. So, you can all show easily what you have done for the project within your own map world. This is because you can get issues if you work on the same asset/Blueprint/Map at the same time. Then combine it slowly into the main game's world.

1. Any changes you make to the unreal project now, it will show under the "Changes Tab". (It can be a very long list, if you do a lot).



2. Once you have added something to the project, In GitHub desktop add a "summary" Bottom left. Give a brief/ Easy to understand change you made. E.g GunAssetAdded or RenderSettingChanged.
3. Adding a description is important, go into detail in what you added or changed. It's important especially if you change someone's work so, they understand why it changed.
4. Commit to Main, once the summary/description have been added.
5. All members can now "Fetch to origin" This will download and apply your changes.
6. If you make a mistake in your update you can roll back changes !

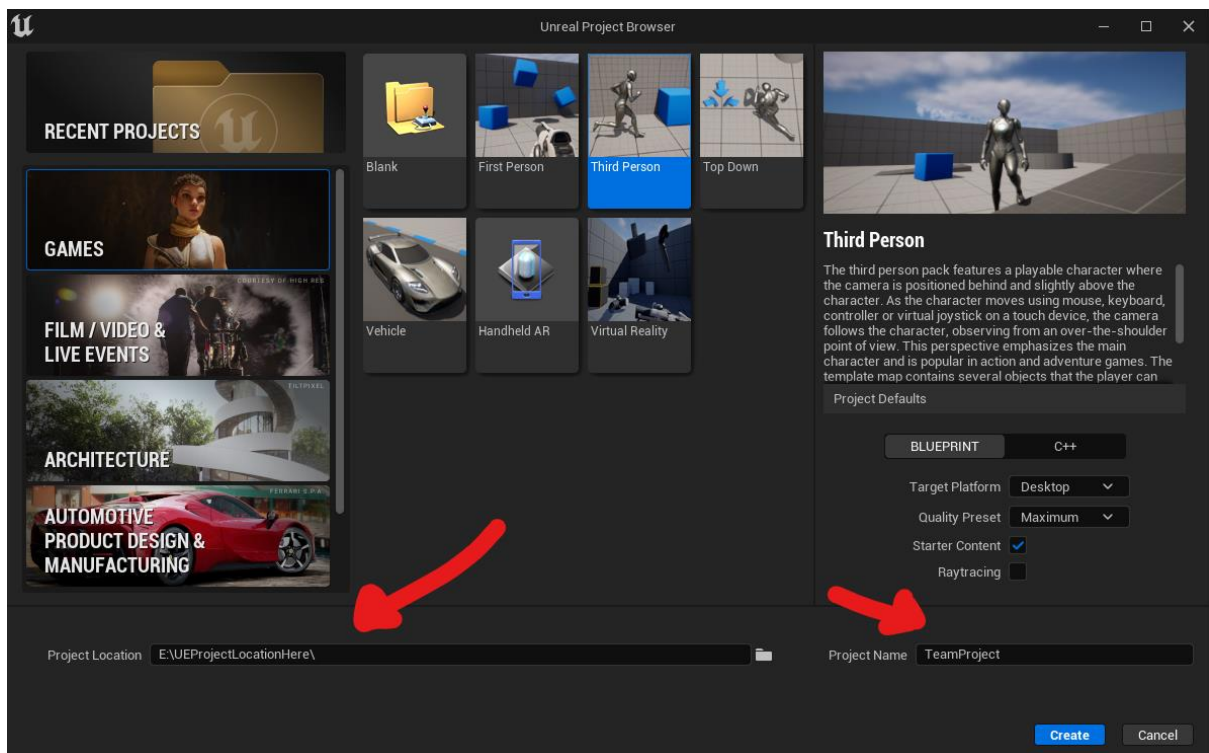
Tip: Try creating/adding basic object into the world, communicate with members and experiment and get comfortable with GitHub before jumping in and starting your team project.

If you need any assistance on unreal, message me on discord (MorgDev#0001)

Good luck with your project, Teamwork is key. Hope this helped!

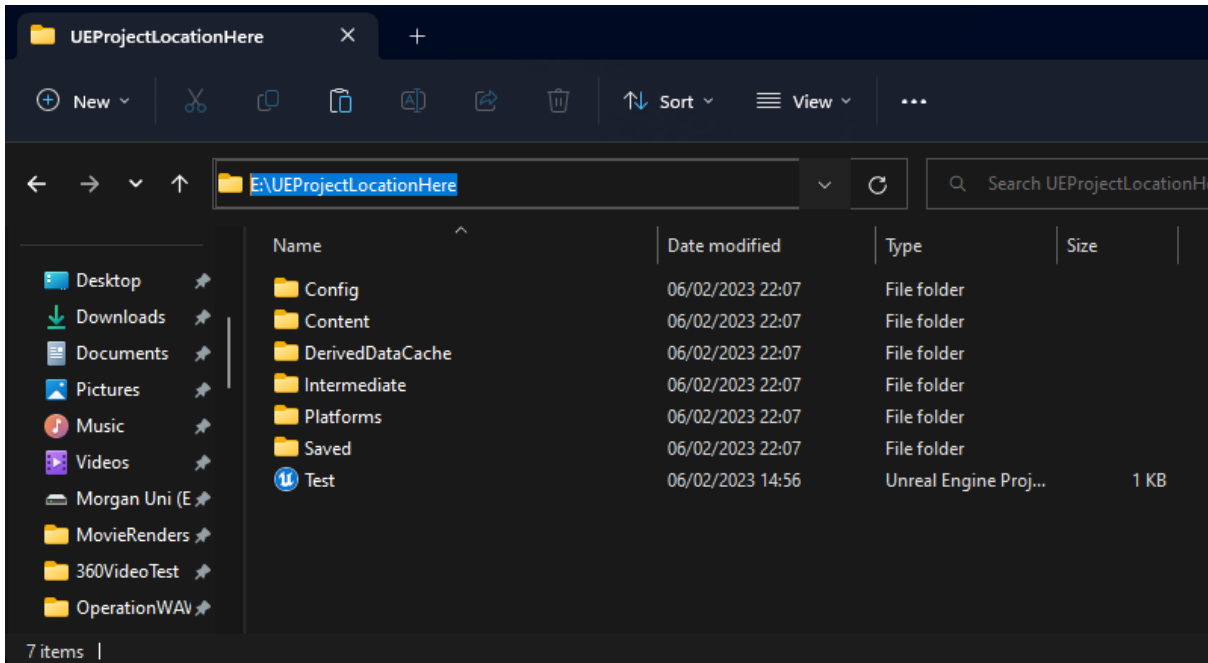
STEP 1: (PROJECT LEAD) CREATE UNREAL PROJECT

1. Make sure you all have the same version of Unreal engine installed and communicate this to your team. E.g Unreal Engine 5.1.0. You can update the project to a newer version of the engine, at any time but make a backup.
2. When creating the base project, select the type of project you want to create. E.g Blank or Third Person.
3. Select the project location on your local system.
4. Name the project.



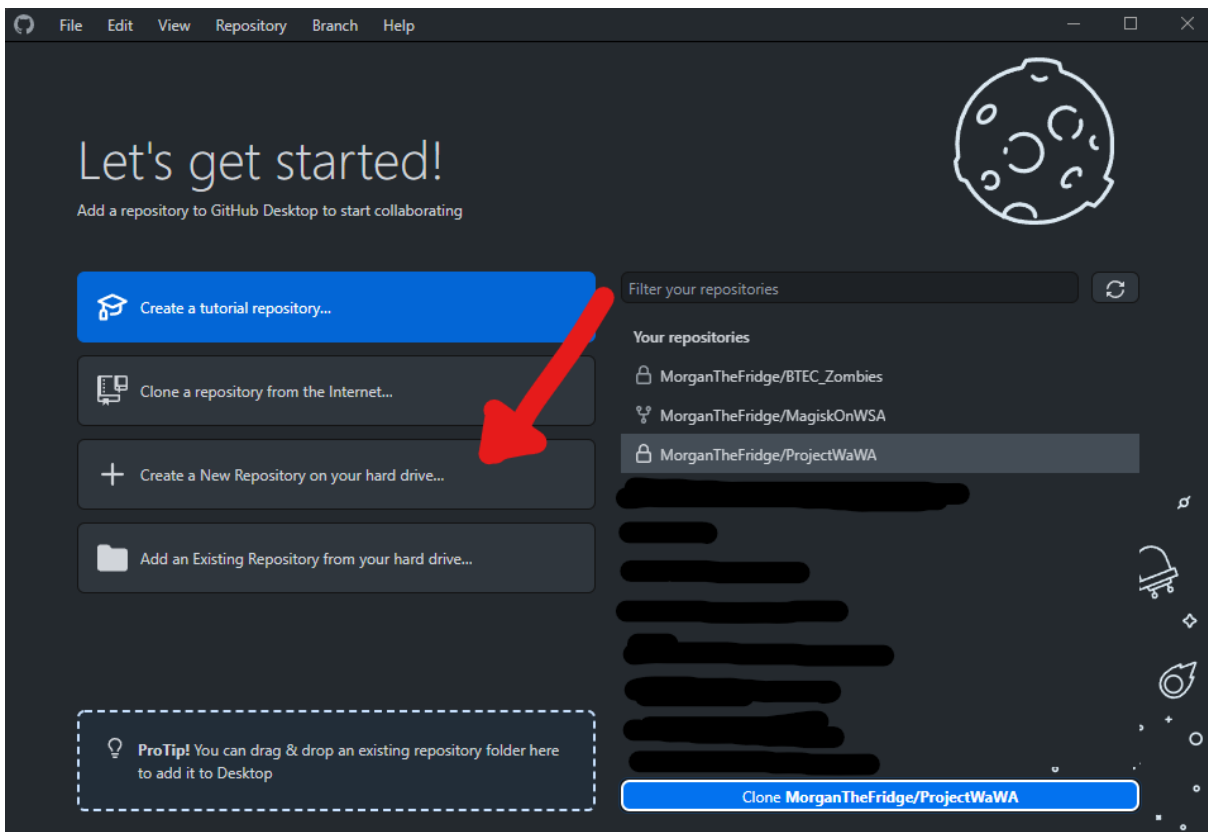
STEP 2: (PROJECT LEAD) FIND THE PROJECT

1. Find the directory of the Unreal Project you would like to turn into a GitHub repo. Copy the address location of the repo.



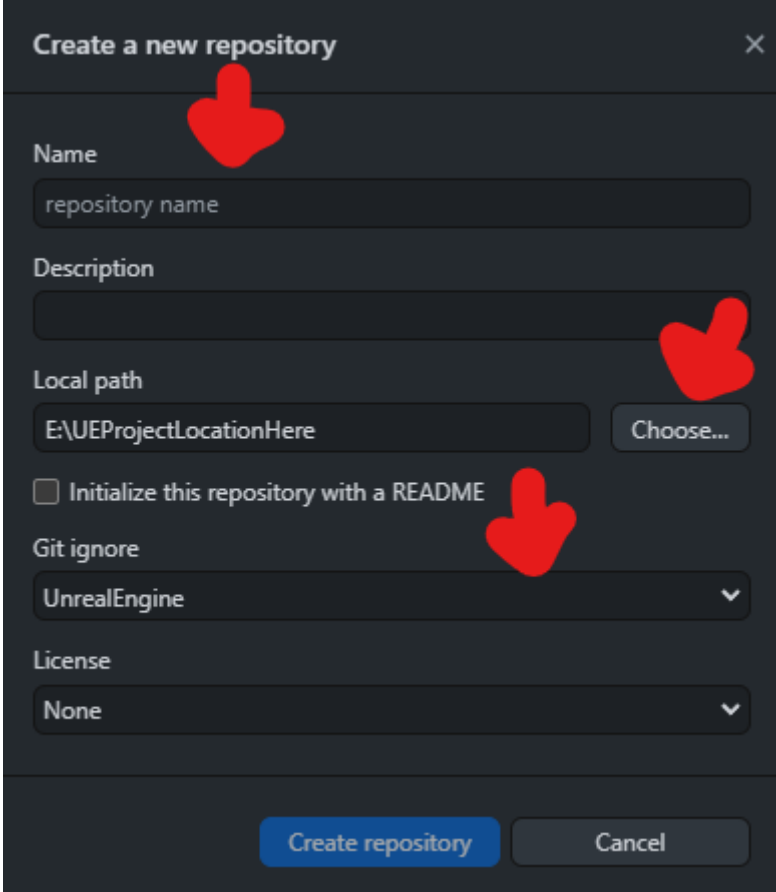
STEP 3: (PROJECT LEAD) CREATING THE GITHUB REPO

1. Once GitHub desktop opens, select "Create a New Repository on your hard drive..."



STEP 4: (PROJECT LEAD) GITHUB REPO SETTINGS

1. Name for the Repo
2. Find the location of the project you created in step 1/2 and select the folder Dir.
E.g : E:\UEProjectLocationHere
3. Git ignore, select "UnrealEngine". This stops issues when pushing an update to the project.



Create a new repository [X]

Name
repository name

Description

Local path
E:\UEProjectLocationHere [Choose...]

Initialize this repository with a README

Git ignore
UnrealEngine [v]

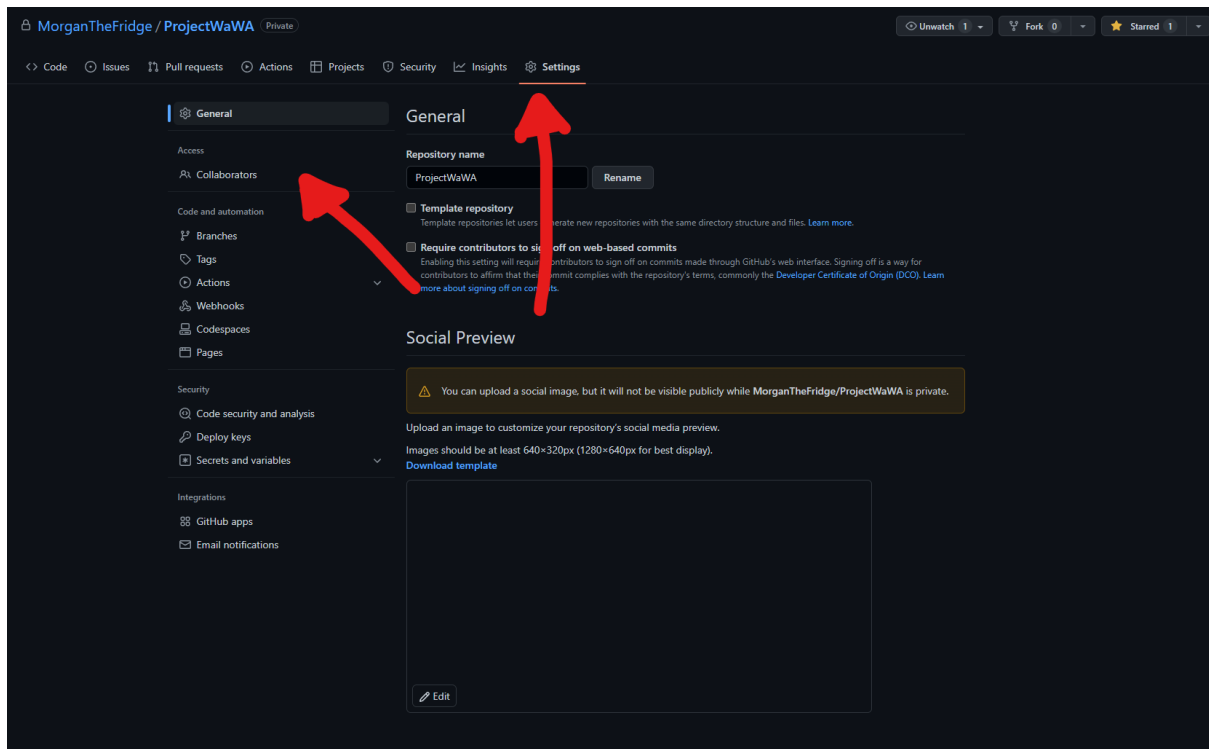
License
None [v]

[Create repository] [Cancel]

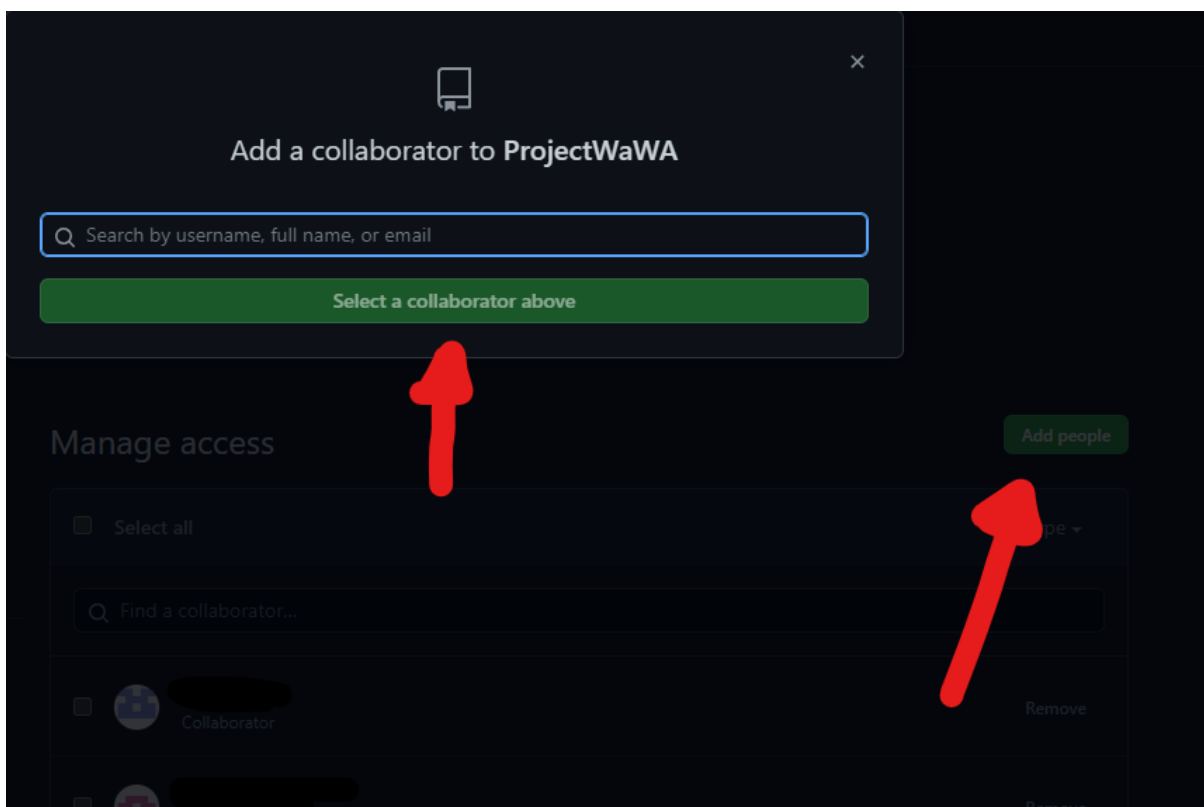
Now create the repository, good news your nearly done!

STEP 5: (PROJECT LEAD) GIVING ACCESS TO THE REPO

1. Go to "<https://github.com/>" and select the new repo you created in step 4.
2. Select the "Settings" tab .
3. Then select the "Collaborators" tab.



4. Once the Collaborators page has loaded, ask your team members for their Github Username or email.
5. Then Input their Username or email into the search bar query. They will have to confirm their invitation to the repo, by accepting an invitation email. From this page you can see if they have confirmed their invitations or not.



6. Congratulations Team Lead, you have now set up a Git Hub Repo!