Setting up your game development workspace (Unity + Dropbox + Git)

This guide will explain how to set up your project workspace for code and asset sharing across your team. We will be using Dropbox for sharing the actual Unity project along with assets (audio files, graphics, etc) and Git for version controlled code management.

**Step 1: Installation**

- [Unity 4.6](#)
- [Dropbox](#)
- [Git](#)

**Step 2: Creating the project [One person do this]**

- Have one member create a new Unity project in your synced Dropbox folder, share this folder with your team members to collaborate on.
- Have one member create a new [github repository](#) and name it something along the lines of “YourgamenameCode” this will become your script folder in the Unity project. Add the other members on your team as Collaborators for your repository by clicking on Settings > Collaborators. Remember the name of your repository for the next step.
- Have the person who created the Unity project on Dropbox navigate to the folder Dropbox/YourProject/Assets/ and create a new folder here the exact same name as your github repository.

**Step 3: Selective Sync [All members do this]**

- Open the Dropbox menu from the icon in the system tray and click Settings > Preferences
- Navigate to the Accounts tab and click on Selective Sync

![Dropbox Preferences](image)

- Uncheck the boxes for the following folders. This will remove them from your Dropbox and no longer sync them (necessary for temp metadata and your codebase):
  - YourProject/Library
  - YourProject/Temp
  - YourProject/Assets/YourRepositoryName

Step 4: **Setting up the repository** [One person do this if you have existing code, skip to step 5 if none]

- Have one member navigate back to Dropbox/YourProject/Assets/ and recreate the code folder named exactly as before.
- Run a “git init” command to initialize the local repository
- Run the standard git commands for staging and committing
  - git add *
  - git commit –m “Insert description/message here”
- Find the remote repository URL (see picture) and run the following command: git remote add origin yourgiturl
- Once you’ve verified the remote URL you can run “git push origin master” to push code to your shared github repository. You may need to run “git pull origin master” first.

Step 5: **Cloning the repository** [All remaining members do this]

- Find the repo url and have remaining members run a “git clone yourgiturl” command in the Dropbox/YourProject/Assets/ folder to clone the code folder into your project. See online [git tutorials](https://git-scm.com) for pushing/pulling/staging code.