

SCiL

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Network Drives

IMPORTANT:

“ For now, **you must be connected to our local WiFi**, NETGEAR72-x. The password is on the top left corner of the main whiteboard in the lab. In the future, the network drives will be moved to a more stable home when we move to the HIVE. Connecting to 1SU will NOT allow access! If you need help, see Wes.

Changing Password:

Open a web browser and visit <http://192.168.1.37>. Login with your username and password. Ignore administrative warning. Change password by selecting your username in the top right of the page.

Connect:

Mac:

Open a finder window

Select drive and select button “Connect As”

Enter username and password

Windows:

Open an explorer window

Select Computer/Map Network Drive

For folder: \\scil-student\username

Check “Connect using different credentials”

Login with username and password

HELP:

If you need help, see Wes at SCiL, or send an email: wbrown1@su.edu

If you need additional storage, contact SCiL staff.

Git Info

IP Address: [10.12.15.110](#)

Git Project Quickstart

What is Git?

Git is a distributed version control system that tracks versions of files. It is often used to control source code by programmers collaboratively developing software.

How is it used differently for game engines such as Unity, Unreal, or Godot?

First, git tracks **EVERYTHING** from the start and it's important to establish a good workflow/pipeline, otherwise your project becomes cumbersome and difficult to maintain. Git was not designed to handle asset content, such as media (audio and videos), 3D models (FBX, OBJ, etc), textures (PNG, JPG, EXR, etc.). These files are often large in file size, greater than 100 megabytes where Git was designed to track source code files which are in kilobytes.

I recommend adding asset content, such as **audio, video, 3D models, textures, etc.** after the content has been **FINALIZED**, e.g. content has been checked in a dummy project and confirmed it has reached the final iteration and no changes will be made.

What is our Git server?

Our git server, <http://10.12.15.110>, is a privately hosted server located at SCiL. The software runs a custom version of GitLab, which is *similar* to gitlab.com. It is important to remember two things with our server:

1. **Your username and password is not associated with SU's credentials.** Also, I recommend using the same username as your SU, which makes project collaboration easier, e.g. my username is wbrown1 out of wbrown1@su.edu
2. **Our server, which presents GitLab in the browser is NOT associated with GitLab.com.** This means your projects hosted on our server are not on the servers with Gitlab.com

Getting Started with SCiL Git

Create an account if you have not already done so at http://10.12.15.110/users/sign_in. Sign in afterward.

[Download GitHub Desktop here](#). Most software engineers use a variety of interfaces or even the command line for Git, but for us, GitHub Desktop is a relatively simple entry point.

If you are using a SCiL workstation, be careful about using a browser's built-in password manager. These workstations are shared and security is handled differently by the browser vendor.

If are only copying a project using Git and not setting up a project, ensure you have GitHub Desktop installed, and proceed below to **Pulling the Project**

Step 1: SCiL Git Server

Get familiar with the layout of the website. When you are ready, head to the dashboard and select the blue button at the top right **New Project**.

Select **Create blank project**

Give your project a name. Note the project slug gets updated.

Select your visibility level. Your visibility level and README can be changed later, if desired.

Click **Create project**

Project name

My Cool Project

Project URL

http://10.12.15.110/wbrown1/

Project slug

my-cool-project

Want to organize several dependent projects under the same namespace? [Create a group.](#)

Visibility Level

☒ Private

Project access must be granted explicitly to each user. If this project is part of a group, access is granted to members of the group.

☐ Internal

The project can be accessed by any logged in user except external users.

☐ Public

The project can be accessed without any authentication.

Project Configuration

☒ Initialize repository with a README

Allows you to immediately clone this project's repository. Skip this if you plan to push up an existing repository.

☐ Enable Static Application Security Testing (SAST)

Analyze your source code for known security vulnerabilities. [Learn more.](#)

Create project

Cancel

Step 2: Organize Project

Head to <https://desktop.github.com/download/> and download and install the GitHub Desktop app.

This app is distributed by GitHub.com and although we are not using their service, it's a great and simple tool to manage our project.

This app should already be installed on the SCiL workstations. If not, we are happy to help get it installed.

After installation and providing a name and email, we need to clone our repository from the git server.

1. Go to your project page. At the top right is a blue button that says Clone. Click the **dropdown** arrow and copy and paste the address under **Clone with HTTP**. You may also use the button next to the URL to copy it.
2. In the **GitHub Desktop app**, go to File/Clone Repository. Select URL and paste in the URL you had just copied a minute ago. Before selecting **Clone**, acknowledge the location where this project will be saved.
3. Do not change the patch URL to your current Unity/Unreal project if you already have a project! That is for an advanced topic I am happy to cover.
4. Click **Clone**.

5. Your project folder is now initialized and **we need a gitignore.** Go to Repository/Repository Settings/Ignored Files. **Inside this box you need to copy and paste contents from an established gitignore template**, so that we don't track any garbage or cache files that get generated. Here are some samples:

1. Unity: <https://raw.githubusercontent.com/github/gitignore/main/Unity.gitignore>

2. Unreal:

<https://raw.githubusercontent.com/github/gitignore/main/UnrealEngine.gitignore>

6. Test: You should have a new file added for your first commit! That file is your gitignore. Type in a useful message that describe your changes in the title and description fields (bottom left) and click **Commit to main**. This commits your changes locally only. On the header toward the top of the window, you now have an available ability to **Push** your changes to the server, which uploads the changes to the server as well.

You have made your first commit!

Please note: unlike services such as Google Drive, OneNote, Dropbox, files don't automatically sync in git. You have to save/commit these files as you make changes. This is necessary to avoid headaches when working with teams.

The **gitignore** is the most important file in your project and must be set up properly from the beginning, **before** uploading your project files. **If you added a gitignore after committing your project files**, see Wes at SCiL because the process to fix this will take some time.

Step 3: Adding the project

If you are creating a NEW project. Simply create an empty project with your game engine, anywhere BUT your git directory. Then, follow the step below.

If you may already have a project: If you do, close whichever game engine your are running and copy the folder contents (NOT the root directory itself) to your git project directory. After copy completes, open that directory in your game engine to confirm everything works.

Now open GitHub Desktop and you should see all your added files. Notice how some files are missing, intentionally, such as Library or Logs or Build if you are using Unity. These are cache files that the gitignore file is ignoring. Saving these files is useless endeavor as they are regenerated constantly, even on different machines.

When you are ready, give your changes an informative message on what changes you have made. Click **Commit to main**. This may take some time. Afterward, you can **Push** to the server, which

also may take time depending on the size of your project.

Step 4: Final

Open your game engine once again and confirm everything is working properly. If it is, you may now delete your old project files or copy them to a portable hard drive as a backup (don't forget to zip first!!). If you created a dummy project to setup git, you can delete that too.

If you have any questions, feel free to visit staff at SCiL.

Pulling a Project

1. Go to your project page in the server. At the top right is a blue button that says Clone. Click the **dropdown** arrow and copy and paste the address under **Clone with HTTP**. You may also use the button next to the URL to copy it.
2. In the **GitHub Desktop app**, go to File/Clone Repository. Select URL and paste in the URL you had just copied a minute ago. Before selecting **Clone**, acknowledge the location where this project will be saved.
3.

Do not change the patch URL to your current Unity/Unreal project if you already have a project! That is for an advanced topic I am happy to cover.
4. Click **Clone**.

Fall 2024 Hackathon/Game Jam

About

SCiL is hosting a game jam/hackathon for members of the university where small teams will build a prototype augmented reality or virtual reality game. The goal is to generate ideas for a possible SCiL produced game that will be published on various online stores, such as Steam and Meta. Video game development experience is not required to participate in the weekend-long jam, and students from all disciplines are encouraged to participate. The SCiL lab, motion capture lab, audio production booth, equipment and resources will be available. Following the event, a closing ceremony will give teams an opportunity to experience each other's work.

What is a hackathon?

A hackathon is **an event, typically lasting several days, where people come together to collaborate in order to solve a problem or identify new opportunities**. The word hackathon is a combination of “hack” and “marathon,” i.e., a marathon for hackers.

What is a game jam?

A game jam is an event where participants try to make a video game from scratch. Depending on the format, participants might work independently, or in teams. The event duration usually ranges from 24 to 72 hours.

Resources

[Global Game Jam Resources](#) (tools, assets, procedures, etc.)

Rules

- Your submission must include a Game Design Document.
- No AI-Generated Content.
- You can only use assets you have the commercial license for. Some asset packs only allow non-commercial use. Make sure you know the licensing limits for anything you use.
- Pay close attention to data telemetry. The game may not intentionally be using data telemetry, but a package/plugin you have installed could. There is no rule in this event against this, but something that needs to be communicated.

Submission

Game Design Document

- This is a planning document that details what your game will be.
- This is a required part of your submission and a best practice so don't forget it!
- Make sure to include it into the downloadable files with your submission!

Prototype

- This is a very limited working copy of your game.
- Focus on playability over anything else.
- If it doesn't run, it won't win.

Voting Criteria

The judging team will vote on four major categories for each entry in the Jam. As games are subjective media these categories are guidelines for judges to follow when exploring your game. Don't worry about tricking the judges into liking your game. Use these criteria as loose guidelines to make the best game possible. Don't overthink it.

Playability

- Were systems in your game clunky or polished?

- Was the game tripping over itself when the judges tried to play it?
- Focus on playability and make sure your build works.
- This is the most important category and counts for a lot.

Theme Implementation

- Did your game follow the theme?
- Was the theme entirely ignored?
- Did you implement the theme in a clever and interesting way?

Cleverness

- Did you have an ingenious mechanic in your game?
- Maybe you told a story with a very interesting or unique twist.
- The more clever you are the more likely you are to win.

Artistic Style

- Everyone has a style that they like or enjoy.
- Style is not bound only to Triple A assets from major studios.
- Pixel Art, Midi Songs, Foley work and more all ooze with artistic style.
- Just make something YOU think works and run with it.

Judges Choice

- Every judge is different and games are subjectively valuable.
- Each judge is free to vote how they wish and they may find gems that are special to them.
- This category is for each judges favorite games to add extra weight to them.