Transferable production:
Commit & branches Board game

Why?

My responsibility of the Friends with "benefits' website was the webshop. I created the repository to keep our code organised

How?

I created a branch called "webshop" and every time I made significant changes, I pushed my ode to the branch. This way I can focus on working on the webshop affecting the rest of the website. My teammates also had their own separate branch called "home" and "about".

What?

I regularly pushed my code to the branch and once it was done I merged it to the main. Same goes for my teammates, once they were done they also merged their code to the main to keep the main branch clean.

So?

Working this way with teammates has helped me to work smooter and prevent conflicts, since we all worked on our own individual branch.