Version Control Software Evaluation Report

Math for Games

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Version Control Software:

The version control software used was: **Git**

The client program was: **GitHub desktop and GitKraken**

**Performance**:

Git is fairly easy to use and work with. Especially if one is using software such as GitHub desktop. GitHub desktop tracks the changes made to the code and automatically lets you know what changes has been done to which file. From the user interface it shows you to push changes remotely if you have connected your remote repository.

The user interface of GitHub desktop is simple and friendly. User doesn’t need to do much after everything has been connected, that is, remote and local. It recognizes changes immediately and shows you to commit the changes.

At the beginning I was using GitKraken software but due to authentication issues I changed to GitHub desktop. It was very easy to migrate to GitHub desktop because the software is very straight forward after the user has downloaded. It was a bit challenging to connect the repository so I copied over the new files to a new destination then pushed the changes remotely.

**Evaluation**:

GitHub desktop could be very useful in a gaming environment, here are some benefits:

* Flexible, especially if one has challenges using the CLI.
* Beautiful and structured UI, a new user would not struggle using this software
* Git commands are handled by buttons, no need to use CLI
* Resolving conflicts is a lot easier than using CLI

**Environmental Considerations**:

• Power usage

* This depends on the software the company decides to use. For instance if a company chooses to use self-hosted GitLab on AWS, this will not consume a lot of power since everything is hosted remotely. If they were to use their own server they would have to pay for power usage though the software does not use a lot of power.

• Cost (environmental or otherwise) of hardware end-of-life

* Most of these software are free to use but the company will need a good server, an 8gb ram server should be good to run such a software.

• Cooling costs associated with servers

* The company will have to invest in cooling of the servers. The servers will be running 100% of the time to ensure to code is available all time.