**Version Control Software Evaluation Report**

**Math for Games**

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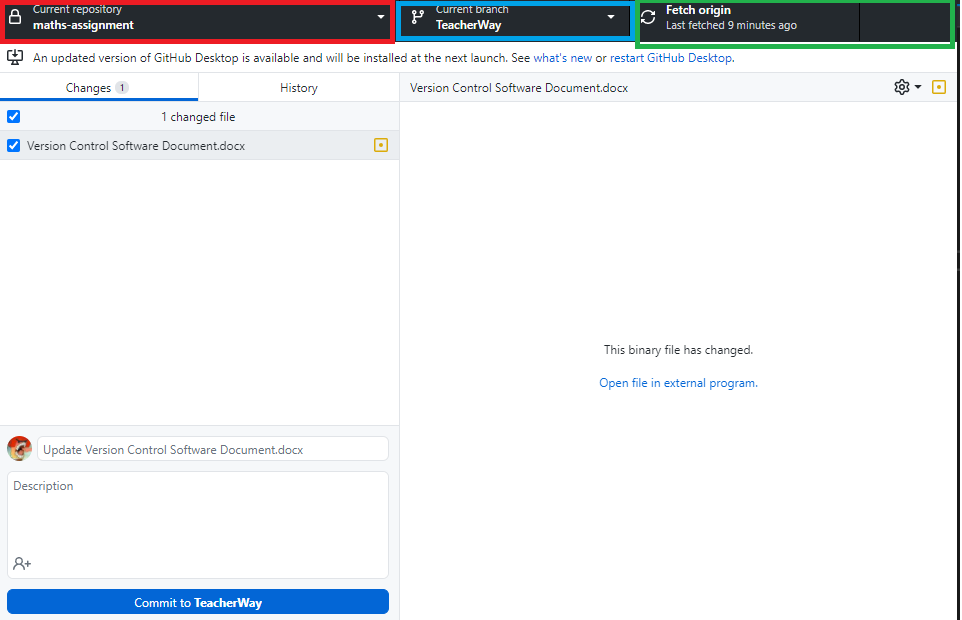
**Version Control Software**

The version control software I decided to use was Git. The client program I decided to use was GitHub official app, GitHub Desktop.

The reason I decided to use GithHub’s client is that Source Tree giving me a hard time. For some reason, I could not log in with my GitHub account; Most likely due to two-factor authentication. Then I had other issues with Source Tree such as an option box repeatedly opening every time, I did something.

**Performance**

GitHub desktop was extremely easy and simple to use. The reason it was so simple is due to the bare bone GUI, which makes it less intimidating to use and therefore making it easier to use.

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**Model 1.0 – GitHub Desktop GUI**

Model 1.0 shows that GitHub Desktop only has about 4 buttons, which makes it very simple. The commit button is the large blue button on the bottom, which lets the user create a commit for the changed files, with a name and description of the change.

The top left button allows the user to change the currently viewed repository. It also allows the user to clone repositories directly from their GitHub account. This saves more time than having to find the repository, copy the link, and then paste it.

The button next to that is the branch button. This button allows the user to both create new branches as well as change the currently viewed branch. I found this button very effective because at one point my main project was not working properly; So, I created a new branch then programmed more according to Carmine’s lectures.

Finally, the Fetch Origin button, which also changes to

**Evaluation**

**Environmental Considerations**