**Version Control Exercises**

1. **A link to your GitHub repository**

<https://github.com/Its-Leroy/Introduction-To-C->

1. **A link to the merge commit** you created

<https://github.com/Its-Leroy/Introduction-To-C/commit/9c993e686a694220d2fa2037947cab4ea254e7b2>

1. **A link to the pull request** you filed as a part of your Version Control Exercises
2. **A problem statement** describing why we use Git for version control:

Game development will require the constant sharing of files and multiple versions of the software/game between different teams of programmers, artists & designers. As the game changes over time, the data structures and code become outdated. Game designers will need to request that the new code through emailing programmers individually for each change to code.

Employees will pass the required code, levels, art throughout the office on a hard drive, which is wasting time and doesn’t ensure that each employee is working on the same version of the game at any given time. If the hard drive is lost so is the centralised fully up to date versions of everything.

Employees who are currently off site will be unable to access the latest build of the project and will need to acquire a copy from the worksite. Which can impact productivity of stay-at-home workers.

* 1. **What is the problem we are solving?**
     1. **Who is experiencing the problem?** - programmers, artists & designers
     2. **What are our requirements for a possible solution?** – a way to allow all employees to contribute in a central accessible location.
  2. **How does this solution (Git) solve this problem?**
     1. **What are its advantages? –** all employees can access, commit, push, pull, branch & view the contributions of other employees at any point of the workday. Easy to fix & learn. A more reliable back-up then a physical hard drive.
     2. **What are its disadvantages? –** will need to inform staff on how not to break the repository.

1. **A list of resources** you referred to when learning Git (besides AIE resources), if any

<https://about.gitlab.com/blog/2020/04/07/15-git-tips-improve-workflow/\>

<https://www.honeybadger.io/blog/git-tricks/>