### Version Control Software Evaluation

**Version Control Software Evaluation Report**

**Math for Games**

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**Version Control Software:**

The version control software used was: Source Tree / GitHub

The client program was: Tank Game

**Performance:**

Source tree felt easy to understand and visualise nearly from the start it has a very plain but easy to use interface without much knowledge needed. Source tree was integrated throughout my project on a daily basis, each time I felt I had done some progression or even was stepping away from the computer for a while in just 3 simple clicks of hitting commit, writing a note of what work I had done and then push my work to GitHub. I then knew I had the security of if I were ever to mess something up within my project files it was easy to just simply find an old commit and revert back to it. Knowing all of my project folders were safe and saved in another destination was also reassuring. Source tree has been a great tool to learn the basics of version control with due to its ease of use interface its fast responsiveness and its direct link to GitHub files as well as having a free version for its users.

**Evaluation:**

For a smaller organization they could definitely benefit from source tree due to its free cost as well as its ability to allow multiple people to work on the same project at once due to its branching option.

In game development you the program would allow multiple people to work on different systems of the game and keep committing their work till there system is ready to push into the main master file.

**Environmental Considerations:**

Source tree can save companies a lot of power usage and costs as the company are getting the servers that are already maintained elsewhere it saves the company having to potentially install their own hardware if they chose to implement their own self hosted version control.

The use of source tree means less money spent on things such as cost to buy own hardware to run servers as well as cost that are associated with maintaining servers such as cooling costs.