# Maths For Games

## Version Control Review

Originally I was using Perforce as my choice of version control software and I found that it was quite time consuming as each time I’d commit I’d have to checkout the file again. Also had to research how to make different branches however wasn’t able to find much on it. Due to time off I restarted the project but this time choose to use git. I used the GitHub desktop client and at times also the command line. I found this to be a much more suitable method of version control.

I found this much suitable as git has much more features than what I found using Perforce. I was able to commit sections of git hub coding meaning my commits could be much more meaningful and I could focus on coding a but more as I knew I’d be able to create commit sections at a later time. It was also better not having to check out a file or have locked files which saved a bit of time.

Inclusion I would choose Git over perforce for the pure thought of simplicist and the more advanced features that Git brings to the table.