**Code versioning**

For code versioning our group made use of GitHub. We created a repository named iGamer on the site in which we all had access to so we could upload code we developed on our own systems. Once uploaded to GitHub we could then log into the account and pull the data/files uploaded by other group members onto our own systems or upload more files ourselves. We found it useful throughout the sprints for a number of reasons.

Firstly, we could see what code other group members have been working on. Secondly, we could pull down any code uploaded to look at it for ourselves. By having the ability to pull down code we could easily link different code together for developing different pages of the app making the whole process much simpler. For example, the back-end/middle-end code for the results page of the app could be finished along with the CSS for that page, but they are different files on GitHub. In this case all we had to do was pull down the two files integrate one into the other and then we have the page completed.