### Version Control Software Evaluation

#### Overview

At the conclusion of the project you are to write a 300-word (minimum) report on the version control software you used to maintain backups of your project source code for the duration of your project. Your report is to cover:

* What version control software was used;
* An evaluation of its performance. This may cover responsiveness, user feedback, support, ease-of use, speed, or any other relevant measures of performance;
* An evaluation of the benefits of this specific version control software to a game studio or software organisation; and
* Identification of any environmental considerations.

#### Template

**Version Control Software Evaluation Report**

**Math for Games**

**<author>**

**<date>**

**Version Control Software:**

The version control software used was:

The client program was:

**Performance:**

List the performance criteria. For example, how easy the software was to use; how easy it was to integrate into your daily workflow; or how responsive the user interface was.

Measure the performance of the software against the performance criteria. This may be a subjective evaluation (for example, ‘I feel the user interface was not intuitive’).

You may wish to identify any specific features or aspects of the software that significantly affected your evaluation of its performance (i.e., what were the specific good or bad points).

**Evaluation:**

What are the benefits (if any) for organisations? Would this software be useful in a game development environment? Give your opinion of the software.

**Environmental Considerations:**

What environmental considerations should be considered when integrating this technology into an organisation or project?

Consider an organisation implementing a self-hosted version control server. You may want to research and discuss:

* Power usage
* Cost (environmental or otherwise) of hardware end-of-life
* Cooling costs associated with servers