Version Control Software Evaluation Report - Maths For Games :)

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**Version Control Software:**

I used GitHub and pushed my work through SourceTree

**Performance:**

The easiest way that I found to use SourceTree was to set a file to pull to separate to your actual working file. This fixes the problem of losing saved contents by override. Doing this was a little fiddly but worked as a solution.

SourceTree works best when working in groups as it makes it easier to branch off main group files to work on a section of a project without impacting others work.

SourceTree provides a simple gui for virsion control for both personal use and group use. Though one feature I would add to SourceTree would be being able to choose a file to upload and use it to create a repository as opposed to downloading or choosing an empty file to use. I feel this would further ease the process of uploading and creating new projects.

**Evaluation:**

Again SourceTree is good as it does have the option to branch and merge if working on a group project while providing a gui, as well as being compatible with several online version control services. Though at times it can be difficult to learn the software, once familiar with the software it is quite reliable.

**Environmental Consideration:**

Though SourceTree does include the compatibility of connecting to several online version control services it also supports the implementation of a local host or local stored repository files for personal and group use though would likely be harder to implement.

Of course using a system that is already being used by a group member will save on power consumption though while the public servers will likely be running anyway it might be worth it to save the hassle of implementing a local host for the group. Running a local server could also consume a large amount of energy therefore