Oliver Collins-Cope

2102775@rutc.ac.uk

Learning Aim B & C

Carry out project initiation for an IT project and carry out the planning, execution, monitoring, and controlling an IT project, using an appropriate methodology

UNIT 9 IT PROJECT MANAGEMENT

Assignment 2

Contents

**No table of contents entries found.**

# Introduction

# Project IT Problem

In my IT project where I am designing a traffic light mobile application, I have chosen to use the Unity game engine in order to successfully complete this and achieve an adequate outcome with my application. This means that all of the interfacing and coding will be done in C# and Unity respectively, and through this I will eventually be able to make my application successfully meet the criteria that was required.

Unfortunately, Unity is lacking in any kind of version control or cloud back up software. Version control, also known as source control, is the practice of managing and tracking different changes to software. This can either be things like code or interactive elements in some choice scenarios like a game engine. The ability to track changes and keep a log of when they happened is an integral part of developing code, as it allows efficient troubleshooting and crucial rollbacks to working versions of the code if a bug is introduced that has devastating effects. This also allows programmers/developers to track when changes are introduced and potentially identify and bugs like this, further proving that version control/source control software is crucial when developing.

This presents the final issue that has to be resolved. Due to the fact that there is no version control that comes with Unity, I will have to look at other software that enables me to do this. Fortunately there are many solutions available, ranging from extensions to Unity or switching software completely, and this will be adequately researched and discussed below.

## Solution

## First alternative solution

## Second alternative solution