To ensure that everyone knows where the latest version of the software is, we will be using GitHub as a repository for all our work. By doing this we can see the current version of the software clearly and easily and be able to edit it at any point, it also allows us to see who has recently made a change known as a ‘commit’ and what they have changed. This will mean that everyone will always have access to the latest version of the program and if there are any issues with an update. It also allows us to easily revert to a previous working version, so that we do not lose any work.

To ensure that a disk crash doesn’t destroy all copies of the software we will be keeping an extensive record of all versions of the software on GitHub. This means that if we have any personal issues with drive crashes, we will only lose work that hasn’t been uploaded, in order to try and minimize this we will be uploaded all finished work at the end of the day to ensure we have backups on GitHub for anyone to access in case they lose their personal copies. Between the online version and personal copies it will be very unlikely that we will lose any work due to drive crashes, we can trust that the online version on GitHub will have no issues due to it being a very reputable and professionally used site.

If someone changes the interface between components without the groups agreement we will discuss it during our team meetings and ask the person why to see if they have a good reason and if they do not we will look at the change and potentially roll it back to a previous version and re-implement it as a team if the consensus is that it is a good change. If this were to keep happening we could look at limiting that persons access to directly edit the current working version on GitHub this would be to ensure that everyone knows what every aspect of the program does and how it does it, if someone is changing things with out approval it could end up causing a lot of problems down the line when new changes end up conflicting with old ones.