1. A link to your GitHub repository

<https://github.com/muildy/space-invaders-project>

~Has the space invaders project with the rest of the items in the assignment

1. A link to the merge commit you created

<https://github.com/muildy/space-invaders-project/commit/8ba82a897957086a8e85a9bff5722e31ea4ddd71>

I hope this counts

1. A link to the pull request you filed as a part of your Version Control Exercises
2. A problem statement describing why we use Git for version control:

What is the problem we are solving?

* 1. Who is experiencing the problem?
     1. What are our requirements for a possible solution?
  2. How does this solution (Git) solve this problem?
     1. What are its advantages?
     2. What are its disadvantages?

1. 5. A list of resources you referred to when learning Git (besides AIE resources), if any

<https://docs.github.com/en/desktop/installing-and-configuring-github-desktop/overview/getting-started-with-github-desktop>

1. Problem Statement:  
   Problem statements summarize key information about the problem and the environment   
   surrounding it. They are often brief, but can provide detail as necessary to describe the problem.  
   Consider this sample problem statement written for game engines:

*“Small development teams may find it expensive to split their resources between building the   
game engine vs. building the actual game itself. Teams may need to dedicate at least 1-2   
full-time employees (FTEs) to developing the engine as requirements change over the product   
lifecycle, increasing operational costs.  
Developers may choose to use game engines middlewares like Unity or Unreal Engine in   
exchange for a small upfront cost in the form of licenses or royalties. Engineers can be   
instead be dedicated to developing the game instead, requiring less engineers and thus   
reducing operational costs.  
Game engine middleware is often maintained by teams with dedicated R&D teams, providing   
its users with the latest innovations in the games industry at a fraction of the cost. Teams   
may hire for users experienced in specific game engines, minimizing resources spent on   
training and ramp-up.  
If a game engine does not providing the features required for a particular game, its cost   
savings are reduced. Furthermore, missing features or bugs with the featureset can be   
difficult to fix if source access is not providing, possibly making the game engine more   
expensive to work with than a custom built one.”*

* 1. In a few sentences, the passage of text describe the following:
     1. What is the problem? – The cost of building and maintaining custom game engines
     2. Who is experiencing the problem? – Small or new game development teams
     3. What is needed in a solution to this problem? – Minimizes the game engine development   
        costs
  2. The solution, game engines middlewares like Unity or Unreal Engine, are described as follows:
     1. How does Unity or Unreal solve this problem? – Licenses or royalties for the game engine   
        can be much more affordable than building a custom engine
     2. What are its advantages?
        1. Externalized cost of R&D teams
        2. New hires may require less training and on-boarding to be effective due to common   
           knowledge of the game engine
     3. What are its disadvantages?
        1. Missing or incomplete features can require teams to devote some or all of the cost   
           of developing those features in-house regardless
        2. Bugs in the game engine may not be readily diagnosted fixed if source-access is not   
           provided