How did you use a version control system to develop the programs?

Given the small scope of this project and only having one user/programmer for the entire game, the majority of the work was saved locally on a traditional save file system. This means that it did not save version history and if I made a large change, reverting to an older file would be hard. This could be overcome by saving different versions as separate python files, but it would still be saved locally and not get every version in the history. But given the small scope of the project, I deemed that this risk was fine when compared to the time it takes to upload. When I reached a satisfactory version of the tic tac toe game, I uploaded the file to GitHub, a VCS depository that will save various copies and the full history if I collaborate on this project in the future. This VCS means that I can see all changes made by a teacher for edit suggestions while still retaining all previous versions of the program.