Version Control Proposal:

Idea 1:

Each week is a new version. Save each version in a folder labeled (ie. v0.#.#). Since we have not developed a full release (full release = when we would be willing to “sell” it) the first 0 should not change. The other two numbers will increment up. The rightmost should go up by one. If we decide the version is a big enough leap, then we will change the middle number by one and reset the rightmost number to 0. Each folder should have a short readme file.

Pros:

* Last stable version is always saved
* Backup copy always available
* Will allow for branching, but with some extra steps
* Readme file can be copied from previous with slight changes

Cons:

1. Will create a lot of folders, and Dropbox might give us a limited amount of space
2. Branching will require person to use previous stable release in current folder if it does not work with new updates
3. Must decide when a leap is big enough to go up and when the first full release is
4. Must add readme file each time

Cons solutions:

1. If Dropbox gets full or cluttered, move all releases before last stable release to a Github repository or other place like that.
2. No solution to this other than spending the time to copy it over
3. Have short 5-minute max discussion about this at end of class
4. No solution to this other than making the readme file. Each person can just add there two cents to it each time.

Idea 2:

Using Github or something similar and using its branching abilities.

Pros:

* Branching is handled for us
* Committing to master is up to us
* Easy return to previous version

Cons:

1. Everyone would need to install and learn how to use git
2. Probably way more complex than what we need currently

Cons solutions:

1. Tutorial on how to use git is on codecademy, but still requires time
2. Can always switch to this idea when project get more complex

Idea 3: ?

Don’t get hit by any busses guys and gals.