**Tools and Technologies**

Within our project there are a multitude of various tools and technologies that will be crucial to a successful outcome.

**Tools**

As discussed in our previous iteration of our project, there will be two core software processes or tools that we use to create our project. The first will encompass the website application ‘draw.io’. This website will be used to create a flow chart for the project timeline and draft the application page site maps. This type of software will allow us to have a baseline idea of how our application will look and feel before it is developed.

The second software process is the development stage. In this stage, based on our draft site maps and storyboard ideas, we will be able to start developing the application through Xamarin. Xamarin is an open-source platform with multiple tools, programming languages and libraries designed for creating a vast range of applications. One of the most attractive qualities of Xamarin is its ability to create an application that is cross-platform across all the major platforms. Platforms such as Windows, Mac, IOS and Android. The reason cross-platform is so important to our project is because we don’t want to disadvantage any child or parent in utilising the benefits our application will promote. This can only be achieved by being as diverse as possible when it comes to how the application is received.

**Technologies**

Multiple Computers (including keyboard and mouse): Preferably 64bit windows machines, capable of storing tools, application files and programs. Have sufficient ram to help with development of application. With multiple capable computers at our disposal this will increase efficiency through different people attacking different parts of the development.

Network interface card, capable of connecting to networks (so assets can be taken from the internet).

Monitors: To view application and change code within tools.

Mobile Phones (smartphone): Both android and IOS variants, to test the cross-platform performance. Also, to test for formatting issues with user interface (placement of buttons, icons and functions). These two phones will be used as test machines to go through all the features that the application offers.

**Experience**

In regards to experience, we all have experience in the creation of site maps and storyboard, so the initial design element shouldn’t be much of a worry. However when it comes to the creation aspect most of us have little to no experience using application development tools and lack the in depth coding knowledge needed to create a whole functioning application.