1. Describe the scope of the project that this prototype relates to

The project will be an app that lets people looking to play dungeons and dragons or other tabletop roleplaying games find each other to play with, in this sense it will work in a similar way to how tinder does, swiping left or right to match with players. For this scope there is a profile page where players can find each other by swiping, a notifications page where people can see their matches, a message chat and page where people can have a list of chats and finally a message page.   
in the future a partying page can be added where people could join up as a group. As well as a settings page letting someone customise their experience as needed.

1. Describe why prototyping tool chosen was the best for the outlined task

The tools chosen for this prototyping stage was html, css, a bit of jarva and bootstrap as a way to easily put all the elements together to provide an example layout and structure for the final product.

1. Conclusion as to how you might be able to use some of the components the tool has rendered going forward to UX2

Moving forward I will be able to base off my front end on my prototype allowing me to have a guide to build from and what project elements to keep in mind when creating the backend. Overall this will provide a useful plan of action to go off from and refer to when creating my final product.

1. Document the licensing and/or costs associated with your chosen tool

For the time being using html, css, and jarva there is no cost associated with these tools, in future I will build it in react however theirs no real cost to that framework either.