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## 1 GitHub Repositories



Figure 1: GitHub Logo

**GitHub**<sup>1</sup> is used to fork the Doubtfire API<sup>2</sup> and Web<sup>3</sup> repositories and add our additions as need be to the codebase.

It is also used to host our Portfolio and documentation as a collaborative and interactive Wiki<sup>4</sup>, which are you reading now.

## 2 Slack Team Chat



Figure 2: Slack Logo

Slack is used for synchronous internal team communication. We are using the **Doubtfire Slack team**<sup>5</sup> to send messages to each other and digitally discuss ideas when we are not all present.

Slack is as well as the primary form of communication with our client, is is always contactable via the Slack team.

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<sup>1</sup>See <http://github.com/final-year-project>

<sup>2</sup>See <http://github.com/final-year-project/doubtfire-api>

<sup>3</sup>See <http://github.com/final-year-project/doubtfire-web>

<sup>4</sup>See <https://github.com/final-year-project/documentation/wiki>

<sup>5</sup>See <http://doubtfire.slack.com>

### 3 Trello Task Management



Figure 3: Trello Logo

**Trello**<sup>6</sup> is an agile-based task management system used for asynchronous team communication and task management. We have a board<sup>7</sup> used to organise both our development and organisation of the final year project, where each task is represented by a card. The task progresses through the board from the leftmost column to rightmost column.

### 4 Celtx Storyboard Editor



Figure 4: Celtx Logo

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<sup>6</sup>See <https://trello.com/b/8a1k0Wud/helpdesk-ticketing-system>

<sup>7</sup>See <https://trello.com/b/8a1k0Wud/helpdesk-ticketing-system>

**Celtx**<sup>8</sup> is an storyboard editor used to create interactive storyboards. It will be useful for creating a rough plan of all the shots needed to create our final year project video, and uses proper terminology and toolkits adapted to the filming industry standards.

## 5 Invision Prototype Toolkit



Figure 5: Invision Logo

**Invision**<sup>9</sup> is a prototyping tool which can turn static images into iterative prototypes that can be tested on a device within seconds. It's rapid prototyping techniques allows for quick changes hassle free. While it is a paid service, it offers tools which are free for the team's needs.

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<sup>8</sup>See <https://www.celtx.com/>

<sup>9</sup>See <https://www.invisionapp.com>