

TOOLS AND TECHNOLOGIES

The tools and technologies that are required to develop this project includes using host servers such as Amazon Web Services and Github. These platforms are cost efficient and reliable which will enable us to program the foundation of our website and deliver Software-as-a-Service (SaaS) to our users. SaaS is the idea of delivering software that can be accessed from any device with an internet connection and a web browser (Short, 2020), which will benefit our target users as most of them will be using all sorts of devices to access our project and learn from it. As for the design aspect of our website and logo, we will be using programs such as adobe photoshop, and illustrator to develop our work.

The licenses we will need to acquire for our project includes a proprietary software license. The term 'proprietary' describes something that is owned by a specific company or individual. In IT, this describes software that is not an open source (closed source) which means you cannot see the code of the software or duplicate it without the company's permission. In general, any user can access the software but they are not allowed to modify or distribute it to anyone. This permit will provide us with legally binding guidelines for the use of our software.

We also require hardware technology such as a computer or a laptop with internet connection to program and code the website. As for the actual development of this project, we will consider working with programs such as Python, Ruby and PHP to do development work, and use programming languages such as HTML, CSS and JavaScript to code and add features such as, a live chat bot that our users can interact with and ask questions or software that can translate speech to text (& vice versa) for those who may require an alternative assist.

During the testing phase of our project, we will also need smart devices such as IOS and android phones and tablets so that we can review how the site renders and performs.

As a group of first year students, we lack the experience and are quite new to playing around with different programming languages, host servers and software. Each of us are at a beginner's level with coding in HTML, CSS and JavaScript. However, most of us are quite familiar with using software such as adobe photoshop and illustrator.

Synopsys. 2020. 5 types of software licenses you need to understand.

[ONLINE] Available at:
<https://www.synopsys.com/blogs/software-security/5-types-of-software-licenses-you-need-to-understand/>. [Accessed 19 May 2020].

Study.com. 2020. Software Licensing: Proprietary and Free and Open-Source Licenses.

[ONLINE] Available at:
<https://study.com/academy/lesson/software-licensing-proprietary-and-free-and-open-source-licenses.html>. [Accessed 20 May 2020].

TechTarget. 2020. Software license. [ONLINE] Available at:
<https://searchcio.techtarget.com/definition/software-license>. [Accessed 19 May 2020]