

Why PHP?

- It can be easily mixed with HTML if we need to.
- PHP is well documented and there is plenty of resource online
- PHP has integrated database support. In particular MySQL, which is what we will be using.

Why Javascript?

- Javascript is relatively easy to learn for those that haven't used it before.
- There are lots of available tools for working with Javascript
- Javascript allows for object oriented design. This will allow us to use OOP design patterns if we need to.
- Javascript is very extensible. There are several good libraries that support the language such as jQuery.
- Ajax, nuff said.

Why Laravel??

- Laravel provides a simple easy to use interface for authenticating users. This will be very useful when building our application.
- Laravel provides built in support for sending emails. Sending and distributing alerts and messages is a large part of our application and as such this will provide to be invaluable.
- Laravel provides templates by using Blades templating engine. While we may not end up using all the functionality provided, it still has potential for positive impact on development.
- Database seeding. Laravel allows us to specify a file for seeding a table. This will be incredibly useful when we need to create duplicates of tables for testing purposes.
- Documentation. As one of the more popular PHP frameworks today, there is an abundance of excellent documentation on both setting up and using the Laravel Framework.

Why Composer

- Composer manages dependencies automatically.
- Allows us to pull down packages as we need them.

Why MySQL

- Scalability, MySQL can handle everything from the smallest of applications to databases holding immense amounts of data. This will be very important as the application grows in popularity.
- Performance and speed, MySQL has fast data insert capability and support for other specialized web functions.
- As one of the most popular systems, MySQL has various security features ensuring data protection. SSH and SSL support are provided for secure connections.