***Tools and Technologies***

To create the Versatile Fitness smartphone app, multiple tools will be required. Firstly, extensive consultation with knowledgeable fitness professionals will be required to ensure the fitness advice is accurate and suits the goals of Versatile Fitness; to provide people with fast, accessible, and family friendly fitness alternatives. For development of the application a computer with 64bit Windows 8 or 10 will be required with at least 8GB of RAM, 8GB storage space and a screen with minimum resolution of 1280 x 800(Google Developers, n.d). Due to development being a collaborative effort an internet connection will be required with at least 10Mbps download and upload speed for sharing large files with the team. We have chosen Kotlin/Java as the language for Versatile Fitness because of the powerful development tools that come with it. We will be using Android SDK which is a free opensource software development kit that contains Android Studios, the Gradle build tool, Android Emulator, and many other tools that are useful in the development process. To assist in writing the code the development team will use Android Studio which is an Integrated Development Environment (IDE) that is specifically designed for developing Android applications and is compatible with both Kotlin and Java programming language. We have chosen Android Studio over other options such as Eclipse or Visual Studio because it is the recommended tool for development by Google. Furthermore, Android Studio uses Gradle as a build tool, rather than the more dated and broad Apache ANT tool used by Eclipse (StackShare, 2021). A build tool assists with compiling, packaging, deploying, and testing code which are all very time-consuming tasks if done manually. Finally, an android emulator will be essential in the development process, this will allow the development team to implement and test the application on their PC or laptop rather than having to own an android device. An emulator allows developers to test their application on many different devices through software without needing to have access to the physical devices.

References:

Google Developers n.d, *Download* *Android Studio,* Google, viewed 14 January 2022,

<https://developer.android.com/studio>

StackShare 2021, *Apache ANT vs Gradle*, StackShare.io, viewed 14 January 2022, <https://stackshare.io/stackups/ant-vs-gradle>.