Initial Planning

**Slack**

We chose slack due to its common use in industry and its ability to use version control from the app. We believe its the strongest and most suitable application for this teams needs, and will provide excellent practice for going into industry post this degree.

**GitHub Project**

GitHub projects was decided as its already integrated with GitHub version control and having a GitHub project on our GitHub profiles would be useful when trying to get jobs due to GitHub's dominance as a proof of work in industry.

**Visual Studio Code (VSCode)**

VSCode is a very old friend to all of us on the team. It has been a staple IDE for us throughout our coding development, from leaving cert to final year. VSCode offers up multiple languages for us all in one place. On top of that is a myriad of extensions for us to pick and choose from in order ensure a high quality product. Finally, its seamless bundling with GitHub codespace's will allows us to excel at version control with ease.

**Language undecided**

If its a game we need then C would prove to be the most standard language.

**Agile**

Agile is used effectively in industry for projects like this. A short sprint approach is highly suitable and the adaptability will ensure through the chaos we will prevail.

**Miscellaneous**

**Budget, Speed, Quality**

We've got to be cheap and quick, while also producing a high quality product. We believe the above decisions facilitate this goal. All the easy integrations will enable us to focus on maintain high quality version control with little manual error. All of the above decision are free to use to us. With experience in VSCode and GitHub, their is **less** likelihood for our team to make errors as we are more familiar and able with this already.

**Motivation/Focus**

We are going to have to keep our heads planted in realism if we want to achieve the requirements for the product. Ask questions and ensure clear communication between us all.