1. Discuss how different collaborative technologies can be used and integrated, and explore any potential compatibility issues. (Describe any potential access issues from tools or devices, and how to overcome them).

Trello Boards used for collaboration keep everyone on the same page about what has been done and what needs doing/reviewing. The board has several tabs which each contain cards which pertain to tasks each card can be commented on to provide information or to post updates on the given task associated with the card.

GitHub allows easy sharing of files and work in particular code between work members. GitHub also has many tools associated that facilitate this sharing for instance GitHub Desktop is a useful tool for this purpose as it allows the user to watch the specific GitHub repository through GitHub desktop keeping themselves in line with the code changes for the project and allowing them to push their on commits and changes to the repository all from within GitHub desktop.

Generally the tools used must fit the job and be able to be used by all members of the team and so there is the possibility of issues arising through compatibility for instance i.e. if some members of the team are on windows and some are on mac there may be a disconnect whereby some members can use some applications while others cannot this can be mitigated by ensuring that all applications/software are cross-platform however this is not always possible so sometimes compromises must be made to ensure that everyone is able to collaborate.

2. Identify risks associated with using collaborative technologies, and describe   
how you can prevent and manage them. (How can a developer ensure the   
security of a project for both client and server side?)

GitHub when used improperly can ruin the code base when bad code is uploaded however this is mitigated with version control and being able to revert to previous versions however even then this is time consuming and thus is still a potential issue. To add to this there is the security risk associated with GitHub the online repository specifically there are two main risks the first being that due to the nature of GitHub if due care is not given personal information could be unknowingly made public if files are improperly managed. The second is that due to GitHub being an online service there is the potential that the site and thus its ability to be worked with can be down and thus this will lead to a drop in productivity.

Another technology used for collaboration: Zoom has its own potential dangers and risks for example the danger of unknown entities finding their way onto the zoom call and finding sensitive information either for the business or for the people working within the team.

3. Discuss the effectiveness of collaborative technologies used in this project   
(Describe the features, benefits, limitations and potential issues of using these   
tools and how this affected your project).

* Trello Board

4. Explain the benefits and drawbacks of using your chosen development   
environment and file management. (How would you ensure an efficient   
development environment for a future project? Reflect on any different principles, tools or technologies you could use).

* Trello Board

5. Describe why a developer needs to test their projects, and explain potential   
methods of testing through the lifecycle of development project. (Explain the   
effectiveness of testing and discuss any potential boundaries or corners when it comes to testing).

* Trello Board

6. Describe project management techniques that you have used throughout this project and explain any specific methodologies you have utilised. (Explain the effectiveness and efficiency of these techniques or methods, and how you would adapt to improve for future projects).

* Trello Board