**TOOLS/WORKFLOW LIST**

The following is a list of the tools used in the development of the Supermarket AR App:

**Project Management:**

* Sprint Tracking: HacknPlan
* Repository: GitHub (GitHub Desktop)
* Communication/Meetings (outside of university): WhatsApp

**Application:**

* Engine: Unity ver. 2019.2.12f1 (with Vuforia Engine ver. 8.5.9)
* iOS Deployment: Xcode ver. 11.2

Workflow: Work on app in Unity project and commit changes using GitHub Desktop -> on a Mac machine, download Unity project and build to iOS -> build Xcode project to an iOS device and run.

**Database:**

* Designs: Microsoft Visio
* System: SQLite (with DB Browser for SQLite)

**Documentation:**

* General: Microsoft Word

**Graphics:**

* 3D Modelling: Autodesk Maya
* UX Design: Lucidchart and Balsamiq Wireframes

**Programming:**

* Visual Studio 2019