**Support Tools**

The first and most important tool we decided on was something that would allow us to have discussions outside of meetings in person. We chose to create a private Facebook group page for this. The primary reason we chose to use Facebook was because all members of the group were familiar with Facebook and we all already had accounts, meaning it was simple to set-up a private group page. Aside from general discussion about the project Facebook was also useful for leaving announcements such as information for anyone who missed a meeting or about completion of a project component.

The next tool we needed was some way to share files. Dropbox was chosen because most of the group already had accounts and it was simple to use. The group mostly placed whatever work they completed into the shared Dropbox folder, where they could be accessed by anyone else in the group needing them. This meant that anyone in the group could peruse through the project assets and base anything they are assigned from there. For example, multiple people were set to make sprite assets for the artefact. By allowing them to view the other people’s work they could thusly decide what they could create, if not explicitly assigned.

We also used gitHub, mainly to store the latest version of the artefact. gitHub was not utilised as much as the other two support tools, due to the group not being familiar with how gitHub worked.

Early on, before Facebook was decided on we used e-mails to communicate. This method was not very effective, as not everyone checked their e-mails frequently enough to be used as an effective communication method.