1. For this project we used slack for inter-team communication.

2. We use this tool to easily keep in contact with each other, which allows for easier collaboration and therefor faster development.

3. If I need to most up to date version of someone's code to start working on a new feature, I can simply PM them in slack and have that code as soon as they are available, rather than having to wait until the next time the team meets as a group to ask for it.

4. I have used slack before for other projects, so the criteria was essentially "I know this product is good, does anyone have any better suggestions? No? Ok, I'll set up a slack."

5. We would need a far more regimented schedule for code check-ins. I.E. rather than uploading the code whenever a feature is done or when requested, we would need to do something like nightly check-ins so that we all stay up to date. There are alternatives, such as discord, but they are not as well designed in my opinion.

6. We use version control for this project.

7. The use of version control allows us to each have our own branch of the same project and be working on independent code bases that can be easily merged into the main branch when a feature is completed.

8. We chose this approach first and foremost because we inherited a code base that already used version control. However, had that not been the case we still would have chosen the same approach because we have all done projects without version control and have seen the chaos that inevitably leads to.

9. I learned this technique through doing personal projects when I was just learning to program.

10. I honestly do not believe any change or set of changes could make up for the lack of version control. There is no way we could have changed the way our team works to not use it. There are no alternatives. To not use version control would be akin to trying to write the app without using a computer.