**Unit 10 Assignment Document – Platform Selection**

**Submitted by**

Team West

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**Team Members**

Jeremy Gallagher

Hailey Gibson

Jon-Erik Prichard

**Assignment Overview**

The Team-West Unit 10 assignment document and attachments includes:

* Screen shots of the WordWizard project Azure DevOps development management environment. Project is accessible on **Azure DevOps: WordWizard**
* Scrum, Sprint Planning Session Transcripts: Project is accessible on **Git-Hub: jeremyg89/Team-West**
* Additional work product material is located in attached documents, the Azure DevOps space or the GiT repository:

**Scrum Transcripts**: IT488\_Unit\_10\_Team-West\_Scrum\_Transcripts

**PowerPoint Presentation**: IT488\_Unit\_10\_Assignment\_PPT\_Team-West [Autosaved].pptx

**Product Name and Description**

Once Team-West was formed, the members of the group evaluated respective skill sets and experience with development platforms with the idea of conceiving a product suitable for the IT488 project requirements. Hailey Gibson’s experience is largely in the PC space, with experience in SQL databases. Jeremy Gallagher is also experienced in the PC space as well as Java and PHP coding. Jon-Erik Prichard is experienced in the Mac environment and web language programming.

Given the respective skill sets and the desire to engage in a project that would be deployable in the marketplace, the team decided to build a game APP for play on mobile devices. Team-West devised an anagram puzzle game called *WordWizard*. The next choice the team faced was the platform(s) the game would be developed for, at least initially. Essentially there are two platforms that dominate the market, Google’s Android mobile operating system and Apple’s iOS. Together, the two technology companies hold 98 percent of the global market for mobile device operating system platforms (Milijic, 2019). Of the global market, Android is estimated to hold over 80 percent. On sheer market numbers alone, Team-West leaned toward the Android platform but still explored creating an iOS version as well.

Developing in iOS is difficult, even temperamental for the uninitiated and requires the use the Macintosh development environment, particularly X-Code. Although there are emulation platforms available to create dual-track deployments from a PC, such as Cordova and Xamarin, neither is optimal for creating truly marketable products (Ondrisek, 2019). The reverse, creating Android products on a Macintosh development platform, is much simpler to arrive at a clean, marketable final product. The team desired to deploy a product that worked above all else. For these reasons, Team-West selected the Android platform on which to develop its game APP.

**References**

Milijic, M. (November 15, 2019). *Crazy Android vs iOS Market Share Discoveries in 2020.*

Leftronic.com. Retrieved from https://leftronic.com/android-vs-ios-market-share/

Ondrisek, B. (March 11, 2016). *10+ Things I Hate About iOS Development.* Medium.com.

Retrieved from https://medium.com/@electrobabe/10-things-i-hate-about-ios-development-6cda685372bd