As a group it was decided that we would collaborate via an online repository using GitHub. After setting it up, the group understood that it must be as organised and professional as possible in order to simulate a real-life scenario – as if we were a team building this application for a business. The directory structure is as follows:

- doc/ which contains all documents relating to the development of the application and which will be included in the final report, for example UML diagrams and also smaller write ups like this one

- code/ holds the code itself – this is a self contained folder and the project is nicknamed the SDSAStrokeApp, where all project files are held in order to make the app

- info/ contains assignment specification along with individual submission information – this is kept separate to avoid possible confusion with doc/

- resc/ stands for ‘resources’ and holds collected sprites for the game which are also used by the app when building images

The issues tab has been fully utilised to be a to-do tracker and keep all team members assigned to different parts of the project, which are closed when it is completed. It also is great for centralised discussion on specific topics rather than using Facebook Messenger – our choice of contact within the group.

The heavy use of the reposotry comes from a software development module completed in previous years where heavy use of GitHub was encouraged and it was seen how useful having a principal location for all project files was.