PhoneGap:

- Cloud compiling

- Runs in a webview inside the app

- Coding HTML, CSS, JS

- NFC support as a plugin

- We can write plugins in native code to make them work with phonegap if they don’t exist already

- Accelerometer for gestures

- A lot of third party plugins which may be useful

- It seems there is a price to build

· The plugin architecture works well if you can find the plugins you need *or* if your web developers are capable of changing gears to write their own custom plugin(s) as needed. However, odds are that you chose Cordova, in part, to avoid the need for specialized native platform skills.

Apache Cordova: (better option than phonegap, maybe)

- Basically the same as phonegap

- Free build, but local

- Cordova is to Phonegap as Linux is to Ubuntu, or webkit is to chrome

Intel XDK:

- Same, with node webkit backend.

- Can use Cordova’s plugins

Xamarin

- C# based

- We need some platform specific things

- Any API of the native API is available since you can call it from C#.

- It costs, 25 dolars a month per programmer

Codenameone

- Java based

- No support for NFC

- Can call native API

Titanium Appcelerator

- Javascript

- Compiles to native language

- NFC tag support