ITT A3 – Tools and Technologies

Description:

What software or other tools are required by the project? Are there any software licenses needed? Is there any hardware needed (beyond a standard laptop or something similar)? This needs to be precise (e.g. Windows Movie Maker Version 45.3) but needn't be long. You should also include a brief description of any prior experience any group members have had with the tools and technologies you list. There is no minimum length for this. It is important to be as precise as possible, but descriptions of the tools are not needed here.

Para:

The experience required to research and develop a dynamic web can be particularly immersing. Fortunately, many of us have had previous experiences that have assisted us in finding the right path forward.

In terms of experience, the types that we have acquired are quite varied, but fortunately specifically useful for app creation.

The most notable are:

* Corbin: Has previous experience in Python, networking, and small, local servers. This has enabled him to discover the required back-end tools. He also has some experience in group interaction and organization.
* Nat: Has completed a degree in Public Relations and previous experience in pitching to clients. She also has an interest in technology and design. This has aided the development of the visual aspects of the app and website.
* Connor: Has previous experience in building PC’s and general hardware troubleshooting, as well as dabbling in some coding languages such as python. He also has experience in Cyber Security and anti-threat systems.
* Vanessa: Has previous experience in the accountancy sector drafting and finalizing financial and management reports, as well as the IT industry as a consultant and coordinating teams and people through project phases.
* Ollie: Has previous experience in working on projects involving single board computers and micro controllers. Ollie also has experience working in Game Engines and using C# and JavaScript to create simple games.

Alongside our most important asset, us, we have also adopted the use of many different types of software to create our presentation and our application development suite.

The tools we used are:

Application development:

* Eclipse IDE
* Java SE 8
* JavaFX
* Java JDK
* Gluon Scene Viewer
* Microsoft Azure

Presentation artefacts:

* Adobe Photoshop
* Adobe Illustrator
* Adobe Premiere Pro
* Adobe XD

The website:

* .html
* .css
* Visual Studio Code

Group communication:

* Discord
* GitHub
* Google Docs