1. Discuss your initial thoughts in detail on how you will design this application? (2 points)

Discussed where to host the software application. Website vs phone application. Planned on designing a UML layout so that the client and developers can better understand the design of the application. Planned on using the waterfall method for a more linear framework, assuming that the assignments will not be changed after they're given. Discussed the need for front end, back end, and database, and how these will need to be connected.

2. Discuss what development methodology you will use and why? (2 points)

We have agreed to use the waterfall methodology as it is the most simple and easiest to understand. Phases are completed one at a time so there will be little chance for errors or confusion in the project workflow. It’s good for projects where the requirements and milestones are well defined.

3. Provide high level design / architecture of your solution that you are proposing? (6 points)

1. Requirements - This phase of the model will be used to determine the client location, client history, gallons requested, company profit margin.
2. Design - This phase will be concerned with developing and designing the following software components: client login, client registration, client profile management, fuel quote form with pricing module, fuel quote history.
3. Implementation - This phase will bring together requirements and design phases, combining the two features.
4. Testing - This phase is about trying out the website under various circumstances and conditions.
5. Maintenance - The final phase is to provide recurring updates for future assignments to preserve the quality of the website and make repairs or adjustments when necessary.

4.

| Name | Contribution | Discussion Notes |
| --- | --- | --- |
| 1. Long Le | Weighed the pros and cons of each development methodology. Analyzed how waterfall could be utilized for this project. | Discussed the differences between making this project website based or standalone application based and decided that a website would be a better fit for this project. |
| 1. Juan Rodriguez | Researched different SDLC models: Waterfall, V-model, etc. | We decided on the Waterfall model as a group after comparing various models. |
| 1. Anthony Calandra | Created a UML diagram to translate our design ideas visually. | Discussed about the basic UML systems, actors, use cases, and relationships that will be used for this design. |

https://github.com/AnthonyCalandr/Software-Design-4353-Group15