Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 11/1/2022 | Cooper Adams | Identified client requests and updated constraints accordingly. |

## Executive Summary

Chat Away is seeking to outsource development of a mobile app version of their popular social media website. They want the app to be available on both the IOS and Google Play store to reach more customers and increase revenue. This project was brought to us in hopes that they can remain under budget.

## Requirements

Provide a working mobile app properly representing the client’s website.

The app should be available in the IOS and Google Play stores.

The project should be completed while remaining under the client’s provided budget.

## Design Constraints

The app will be restricted to using the client’s database to store and read data.

The app must be on developed on both mobile platforms, which means the development team will need to design two “separate” versions using Swift and Java or use a framework like Cordova to develop the app on both the IOS and Android platforms.

The client’s budget is a constraint, as it limits the amount of peripheral development that can be undertaken (i.e. training, sounds, graphics, etc.).

## Rationale

To properly represent the client’s website in mobile app form, it must retain the ability for the user to log into their existing profile and see their own messages, posts, and pictures, as well as other people’s (public) information. The client has a database for their website that contains this information, so the app will need to use it to retrieve and update this information just as the website does. This is a design constraint, as it restricts the dev team to using a set-in stone method of creating/reading/updating/deleting data.

Developing an app for two different platforms is a large constraint as it requires differing skillsets in the development team. IOS and Android development are two different beasts, and certainly much different from using CSS to downsize a website into mobile web-browser form. The dev team would need to have groups that can cooperate on the design and then develop individually on their respective platforms, or you would have to train the team on a framework like Cordova for a hybrid app, which also takes time, effort, and more money. Either way, this is a design constraint due to the client requesting the app being developed for both IOS and Android.

The largest constraint in this project is the client’s budget. This is primarily a business constraint as deals solely with the funding of the project. To stay under budget, the reuse of assets and their own database is a must, and the proper development method should be considered with the cost in mind. A larger dev team would likely be needed to develop separate versions for IOS and Android, but a smaller team being trained on a framework they have not used could prove costlier.