Park Station Manufacturing

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 07/10/2024 | David A. DiPesa | Our goal is to help this company with produced video clips for their customers leveraging Mac’s desktop publishing capabilities on the Windows OS. |

## Executive Summary

Park Station Manufacturing has decided that providing high-quality video clips for training and educational purposes, on their products, will further their agenda. They want to make these videos available to their customers, and have come to us in hopes of successfully turning this dream into a reality.

## Requirements

Park Station Manufacturing wants to use high-quality video editing software that is only available on Macs to achieve their goal of producing their video clips. Mac’s desktop publishing capabilities are superior and exactly what this company needs for this project to be successful.

## Design Constraints

In order to make this project successful, I have broken down the project’s design constraints:

* As a technical constraint, Park Station only uses the Windows Operating System exclusively.
* As a technical constraint, the video editing software they’ve chosen only works on Macs.
* As a business constraint, Park Station is *not* looking to buy or support any Mac-based products because it’s not a part of their plan / budget to do so.

## Rationale

Our constraints definitely raise a lot of questions and concerns. The first thing we need to be honest about is that Park Station Manufacturing isn’t looking to change to an Apple Mac operating system for any reason just to edit and test-watch a video. The Apple Mac OS handles videos differently than Windows because their processing power isn’t cut down due to background activity. If the video editing software only works on Apple Macs then the produced videos may have some issues performing on a Windows machine regardless.

Also, with Park Station Manufacturing only staying on Windows they wouldn’t be suitable for any testing or implementation. All of this will have to fall on us alone. It gives us better control over the project but it may make the favorable results impossible to achieve. Lastly, has our client completely ruled out all of the video editing software available for Windows? We should research what specifications their onsite computers have to better understand their capabilities. This hasn’t been identified by their team and should be considered as the project begins to take on a better shape.

Moving forward with our objective, we should compare and price out the software available on Windows that’s comparable, after seeing what they’re working with in-house, while we create a solution with the constraint of only using the Apple Mac OS to meet our client’s demand.