



# APPLICATION DESIGN PROJECT PART A

## SUBMISSION 1

DAN  
GRIZLI777

## Contents

Introduction.....	2
Software Development Methodologies .....	2
Wood Stocks Business Domain and Current System Features .....	2
Client Involvement.....	3
Application Design .....	3
Organisational Policies, Procedures and Standards that Cover Document Design .....	4
References .....	4

## Introduction

Contained within this document is general overview on the software development process, including details for the creation of documentation for the software in development.

It includes a brief overview of the company who has approached SkillAgeIT and identifies their functional requirements as well as what responsibilities are held by the client, as well as SkillAgeIT.

## Software Development Methodologies

The Waterfall Software Development Methodology is a linear and pragmatic approach, with a tight focus on the quality of the software. Is it an easy model to understand, as well as being easy to test and analyze. The downfall of this method is that without the re-iterations and with less customer involvement, the requirements must be very carefully considered from the very beginning.

The Prototype Software Development Methodology takes clients initial requirements and then enters into the design and subsequent prototyping phases. Following that is a customer evaluation to ensure the product meets the requirements. If it does, it moves into the development, testing and maintenance phases, and if not it enters a review and updating phase, then circles back to the design phase. These iterations continue until the customer is satisfied with the prototype. The advantage of this method is that by having the customer evaluate the prototype before moving into development, it ensures that the product will definitely meet the requirements.

Agile Software Development Methodology acts as a recurring feedback loop, which is continually re-iterating and adjusting the design and development of the software. Agile iterations, called “Sprints” run between 1 – 6 weeks where most of the work is done, followed by a retrospective at the end to see what worked well and to further adjust the process. It is a good methodology for applications that need to be put to market very quickly and that don’t necessarily need to have everything perfect from the time of release.

I have decided to follow the Prototype Software Development Methodology because I would like to be completely sure that the customer’s requirements are met in entirety and I believe that customer evaluation is the most foolproof way of achieving that goal.

## Wood Stocks Business Domain and Current System Features

Wood Stocks is a small retail business that sells wooden toys to the general public. Retail falls under the larger business domain umbrella of supply-chain. Essentially, they order wholesale amounts of wooden toys and re-sell those toys in smaller quantities for a profit.

Wood Stocks’ current stock count system is as follows:

The admin office receives a hard copy of the stock list at 3pm. Admin staff will run through and make adjustments to the list, based on the stock that was ordered that day. The amended stock list is then

taken back into the store room and kept on a clipboard. The new count is then entered into a stock control program the following day, where a new report is printed and the process repeats.

This current system of printing hard copies and double handling information is inefficient.

SkillAgelt will create an application which will allow amendments to be made to the stock list without ever having to print out a hard copy and double handle the information. The admin staff will be able to load the application, and make the amendments within the application.

## Client Involvement

The client will be required to express their initial requirements for the application. The client and SkillAgelt also must mutually agree upon a price for the application providing that SkillAgelt builds it within the necessary functional requirements.

During the initial consultation it is the responsibility of SkillAgelt to accurately express what is going to be built, why it will benefit Wood Stocks, and how we are going to go about building it. It is the responsibility of the client to ensure that they understand the information that is expressed to them.

Because I have selected the Prototyping Design Methodology, the client will also be responsible for the evaluation of the prototype to deem its suitability for Wood Stocks, before SkillAgelt continues with the development.

Upon successful completion and delivery of the project, it will be the responsibility of the client to ensure that SkillAgelt is paid for their services.

## Application Design

### Content Features

Document design needs to be consistent, neat, clear, and detailed. The headings must be relevant to the content and it should read as clearly as possible.

### Design and Usability

Documents need to be designed so that they contain all the information necessary for the user to understand how to use the application, what the application does and how quickly it does it. It should also include what the possible failure conditions are and how they will be handled, as well as what one-time operations are required after installation (if any) along with any kind of limitations the software may have.

In the case of a maintenance document, it must provide clear information for how the application operates.

## Templates and Style Guides

Templates and style guides provide details for how documents should be formatted. If followed correctly, they will ensure that all of a company's documents are uniform in appearance.

## Instructional Design Principles

Instructional design is a systematic, consistent and reliable approach. It should also make the document look appealing and ideally will include both text and imagery to keep the reader engaged.

# Organisational Policies, Procedures and Standards that Cover Document Design

## Policies

- Retention or destruction of records and documents
- Copyright
- Document storage

## Procedures

- How records will be kept
- Quality assurance checks

## Standards

- Visual presentation
- Style guides
- Templates
- Graphics standards
- Naming convention
- Correct spelling and grammar

## References

[https://en.wikipedia.org/wiki/Instructional\\_design](https://en.wikipedia.org/wiki/Instructional_design)

<https://blog.cm-dm.com/pages/Software-Development-Process-templates>

<https://www.toptal.com/freelance/why-design-documents-matter>