

Treasure Hunters - Implementation Constraints Plan

Constraint Category	Implementation constraint	Solution
Hardware and Software Platforms	Each developer working on the project will need to be familiar with python, Flask, RESTful routes, a PostgreSQL database.	Recommend hiring collaborators from Code Clan alumni as they will be very familiar with this type of project.
Performance Requirements	The app is designed and built on Flask in python. Flask is a great platform for fast development in the start of a project. It is lightweight, which also means less memory requirements. As the app matures and develops, Flask may struggle to keep up with a more complex back-end.	Look to upgrade to a python platform like Django in future when the app develops further and becomes too complex for Flask.
Persistent storage and transactions	Although the database is hosted locally during the development phase, it will need to be hosted online for the project to go live. As a start-up we will need to balance the cost of hosting against the size of memory on offer. To keep costs low, we may need to look at using a host which offers a lower memory size for the database until the project brings in more revenue and can sustain the costs of hosting.	Choose a database program that allows for easy export of the data from one database host to another to allow for balancing memory needs vs hosing costs.
Usability	Users will want to be mobile during the set-up and play mode of the games. They may also not always have access to network or wifi.	Favour a design suitable for mobile phones and tablets. Information relevant to user profiles and custom games should be stored locally on the device as well as in the cloud storage to facilitate offline use of the app. The app should be able to sync and update the cloud data once the device is back online.
Budgets	30 to 35 hrs voluntary womanpower, zero budget	Initial development will require overtime in order to meet the expected deadline. Any further developments of the app will require additional budget for staff hours and live deployment costs.
Time limitations	Deadline: Wednesday midday	The project will meet the MVPs by the deadline, hopefully with added play functionality. Additional could-haves will need to be considered for the next development sprint and rated by order of priority.