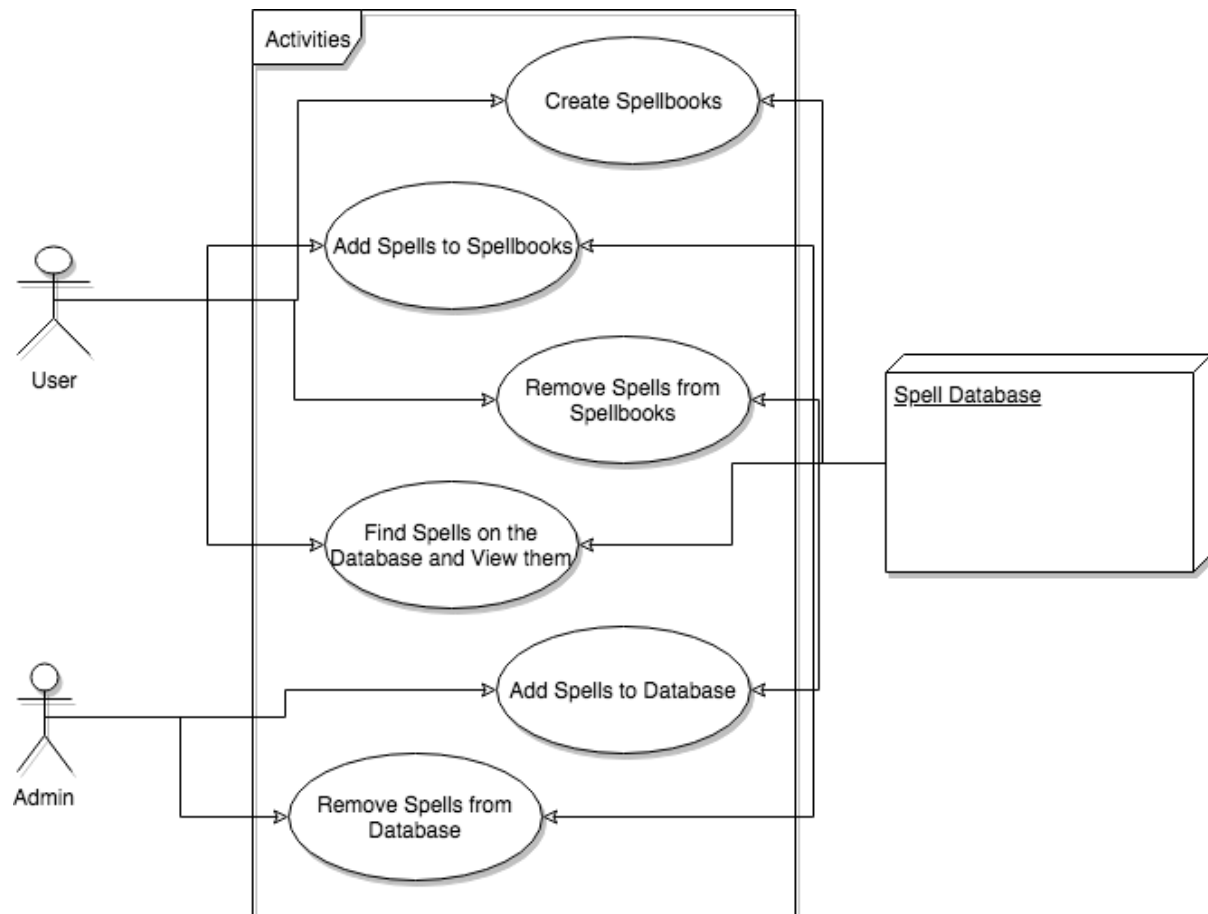


Evidence for Analysis and Design Unit.

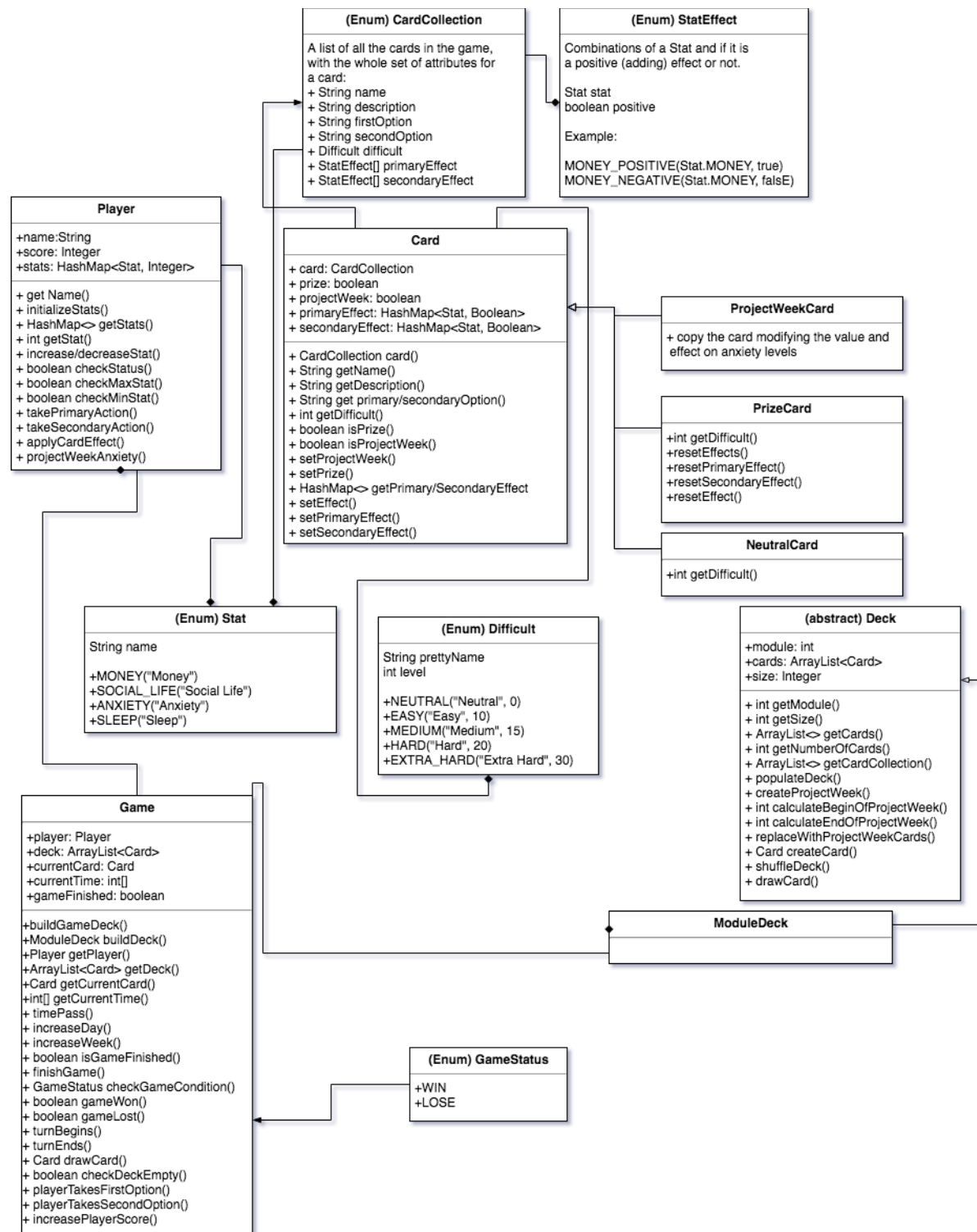
Jaime Lopez

Cohort E20

A.D.1 Use case Diagram

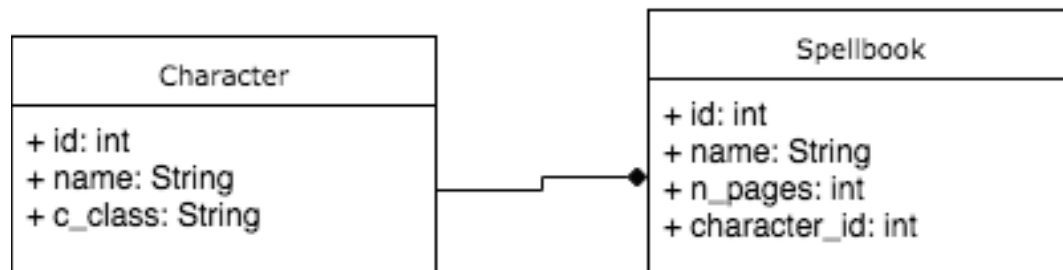


A.D.2 Class diagram

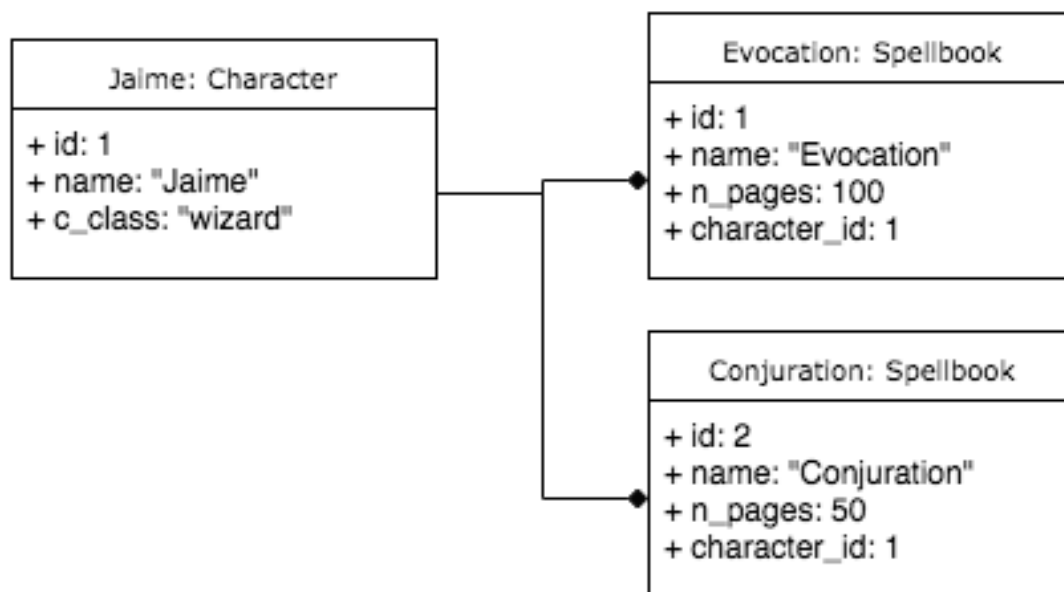


A.D.3 Object diagram

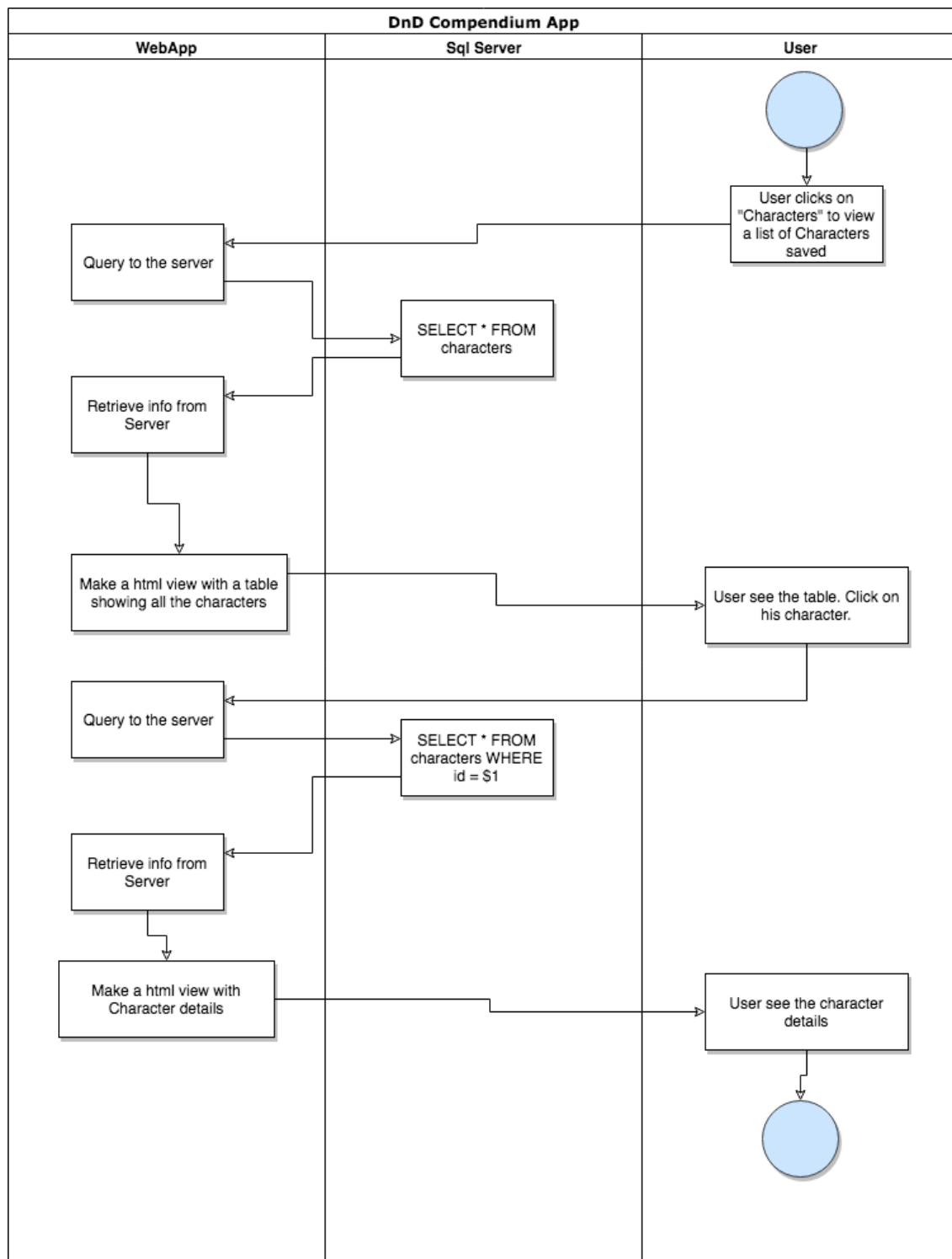
Class Diagram



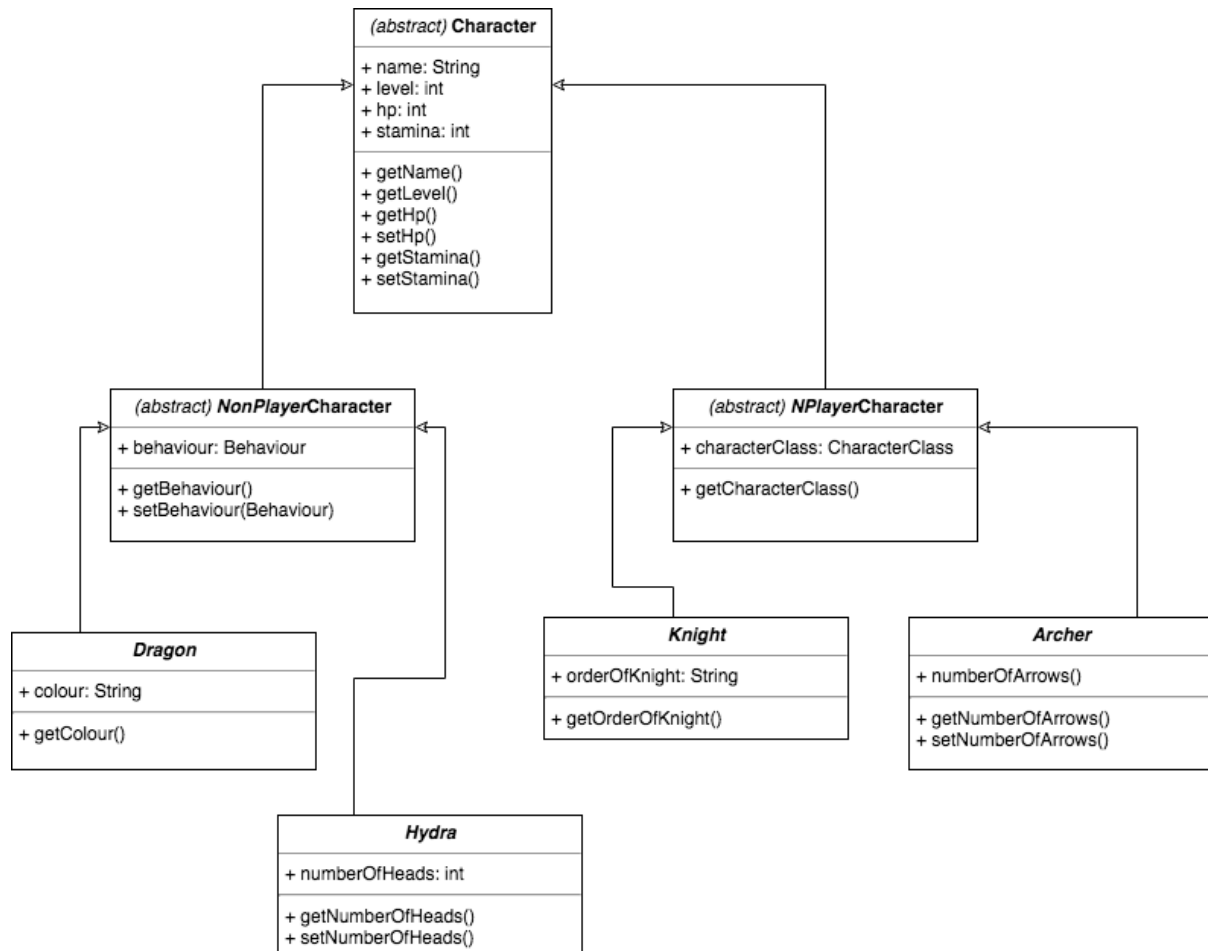
Object Diagram



A.D.4 Activity diagram



A.D.5 Inheritance diagram



A.D.6 Implementations Constraints

	Constraint and possible effect	Solution
Hardware and software platforms	Server overloading overtime a user make an input on the app	Increase RAM for the server machine or optimize models to decrease charge on the server side
Performance requirements	Fonts from Google Fonts not being showed when working offline	Make fonts available on the app instead of depending on online external server
Persistent storage and transactions	Payment option only accepts card as payment	Provide several other options for payment for users to select
Usability	Using a method of selecting colours to avoid BOT usage of the app, bad for colourblind person	Add options to make this check by other way (audible, for example)
Budgets	Develop own framework to work with. Not enough budget.	Selected an available and free framework suitable to our feedings
Time	Time limit of two weeks, but we need at least one week for quality testing and two for development	Increase time on the whole project