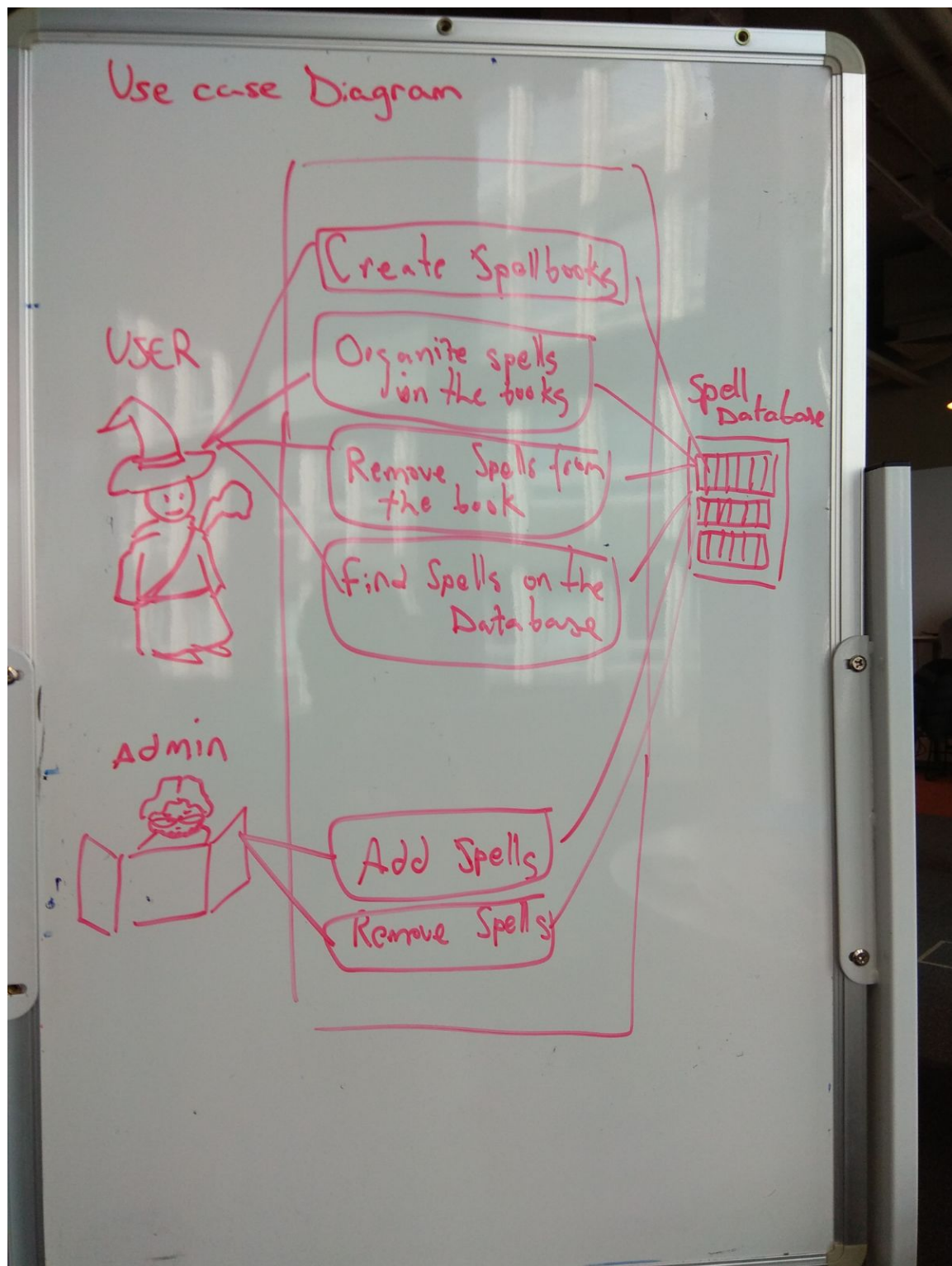


Evidence for Analysis and Design Unit.

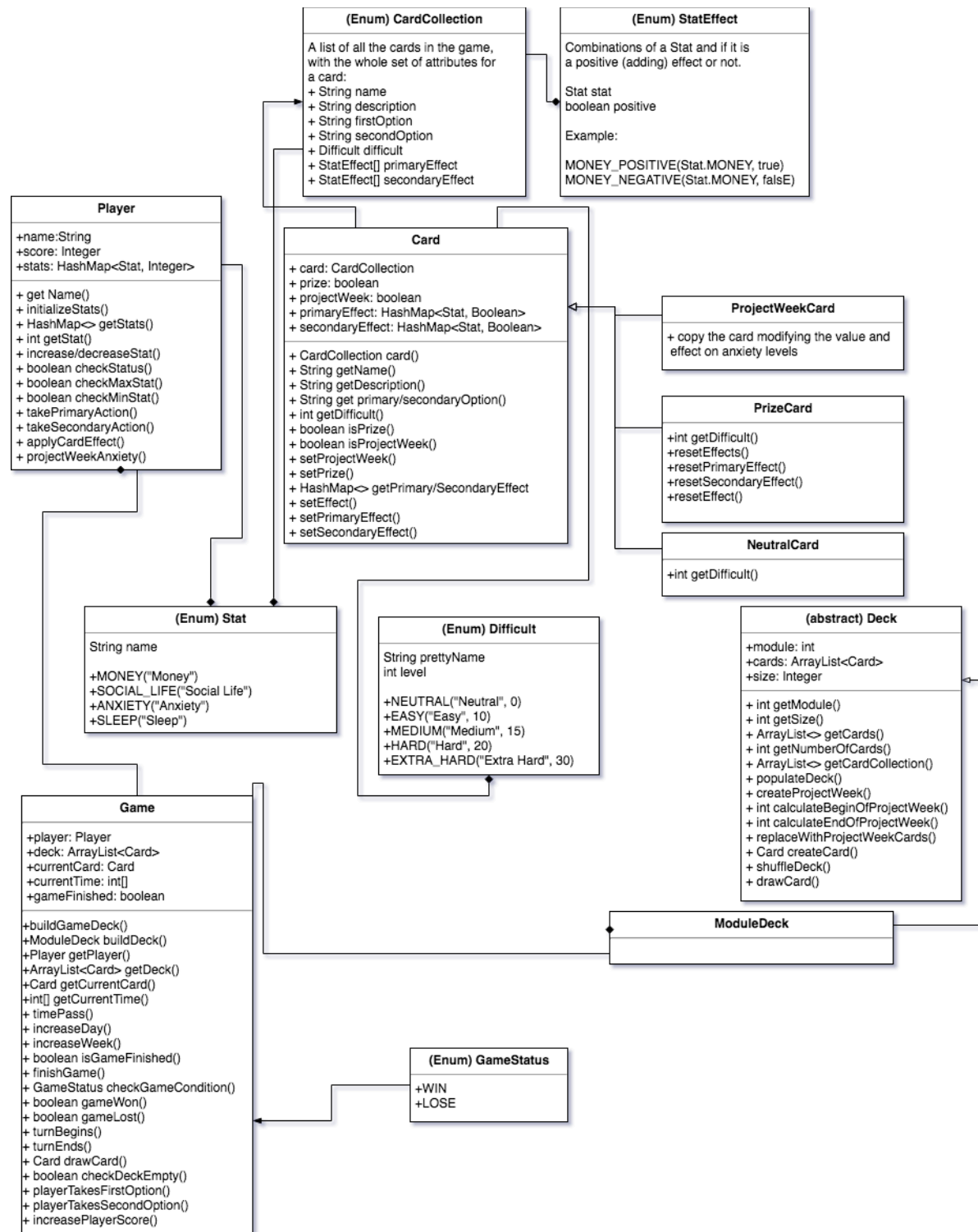
Jaime Lopez

Cohort E20

A.D.1 Use case Diagram

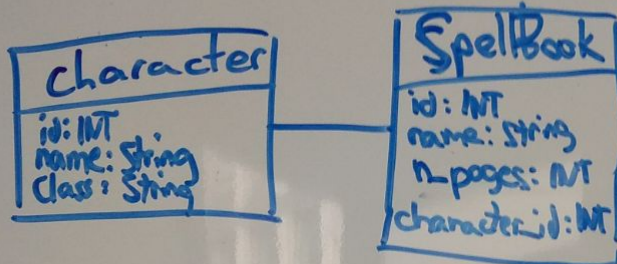


A.D.2 Class diagram

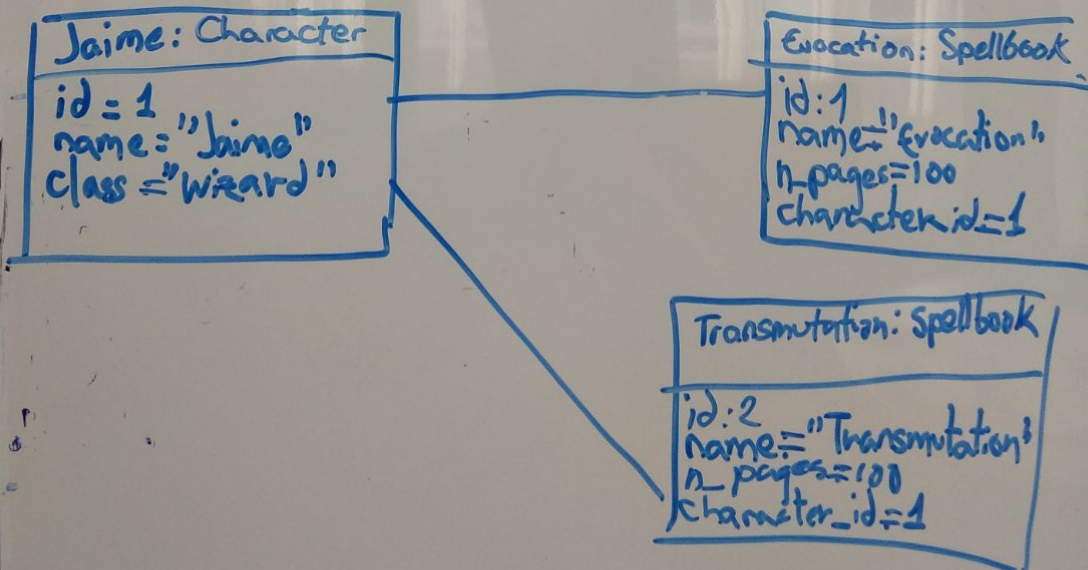


A.D.3 Object diagram

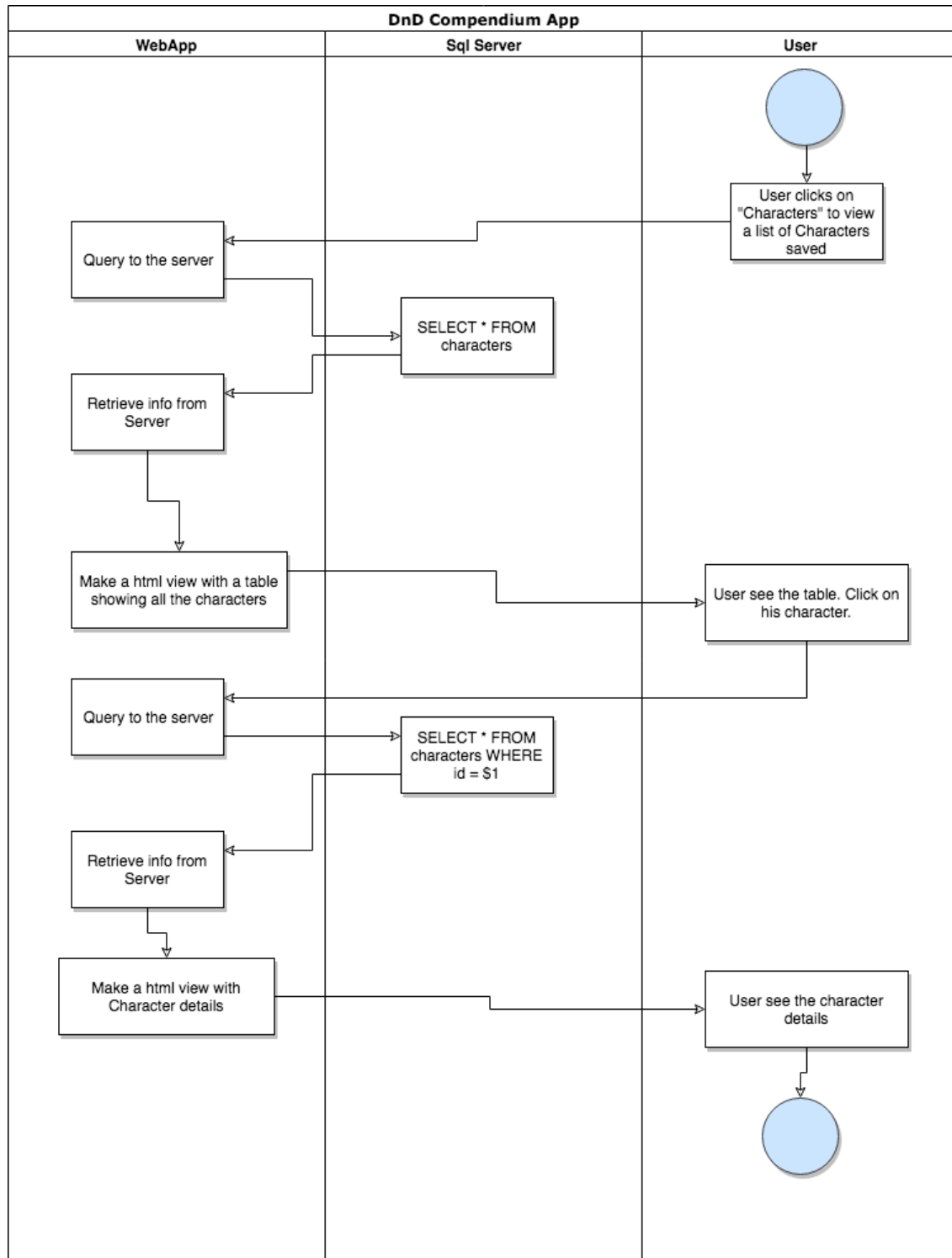
Class Diagram.



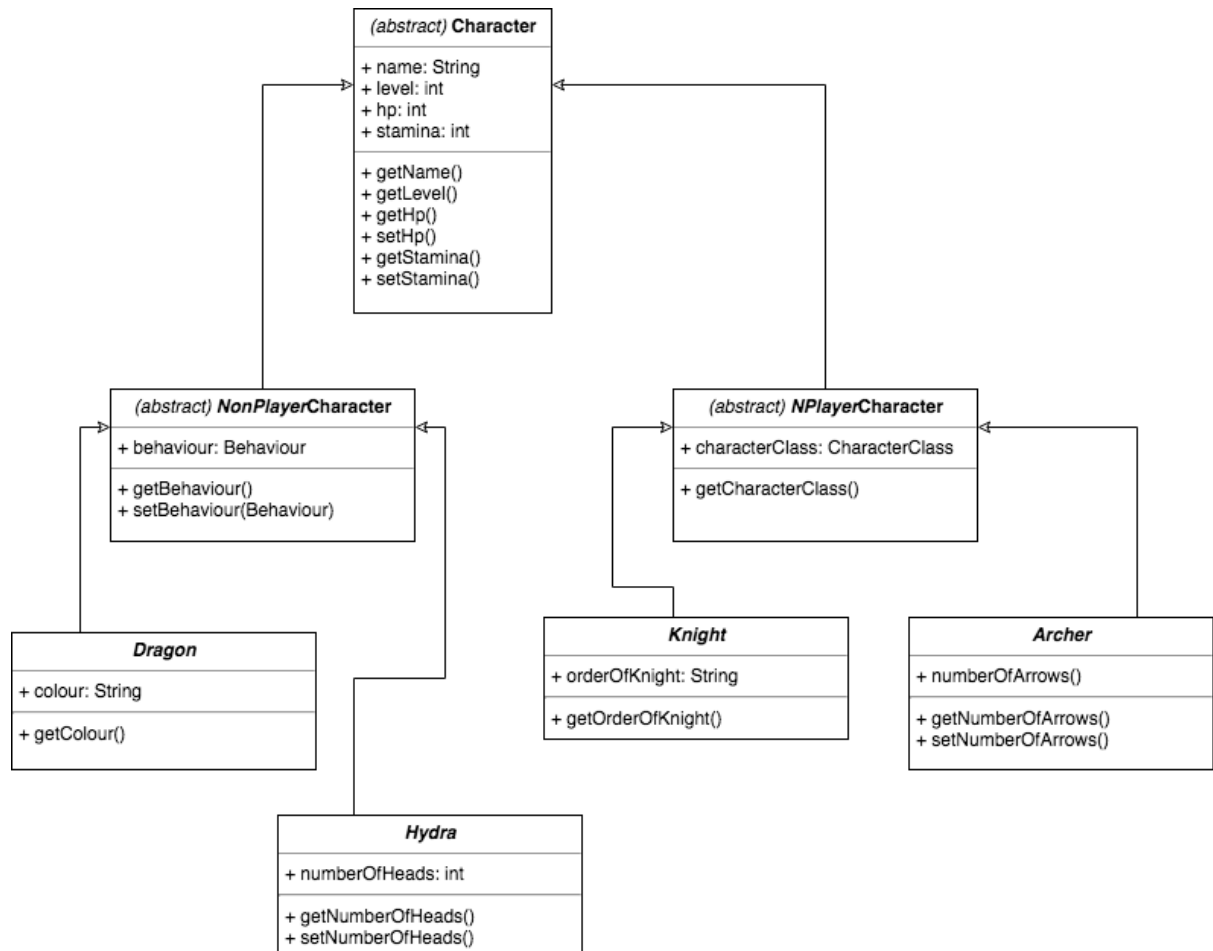
Object Diagram



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 |