Evidence for Analysis and Design Unit.

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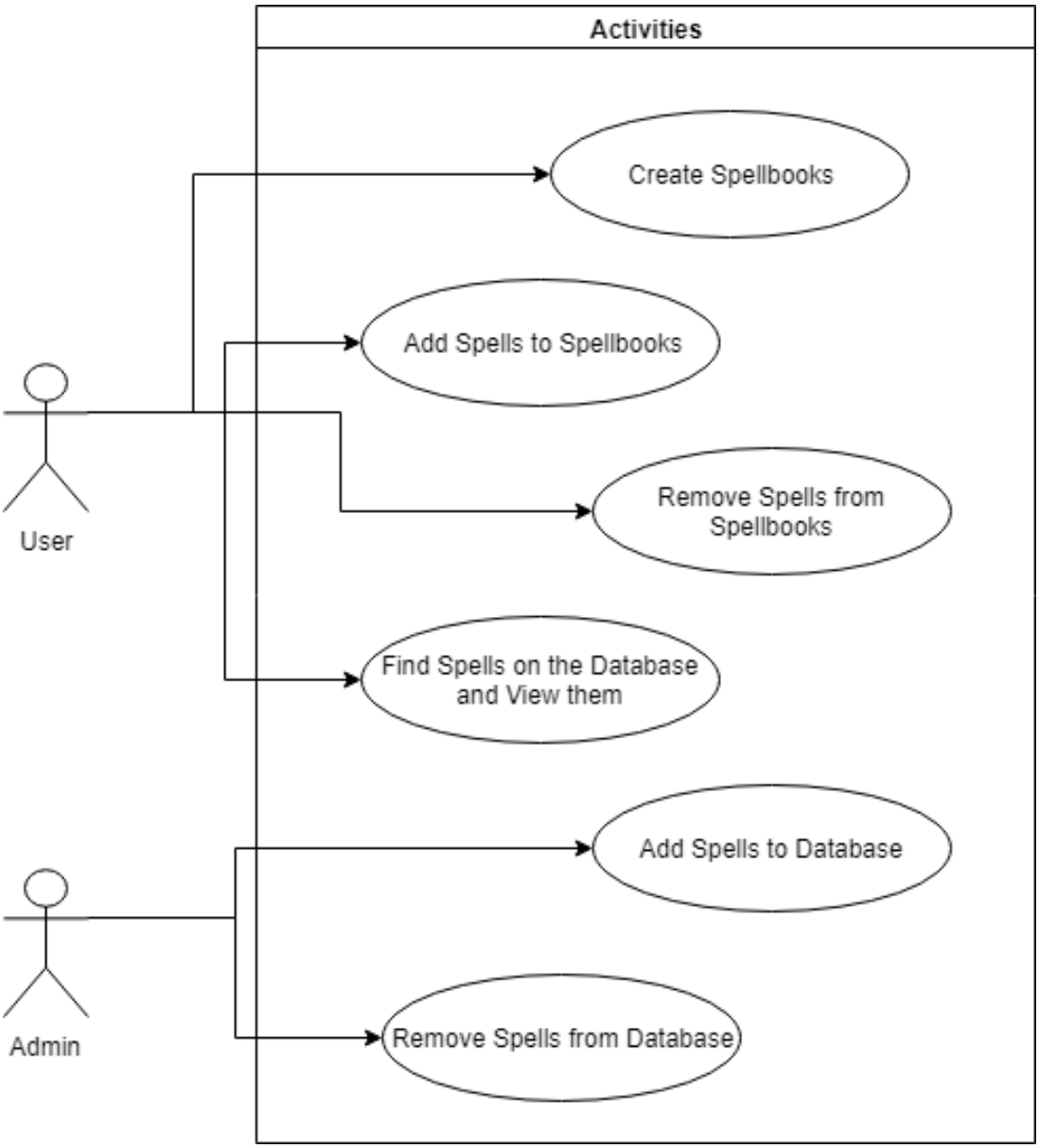
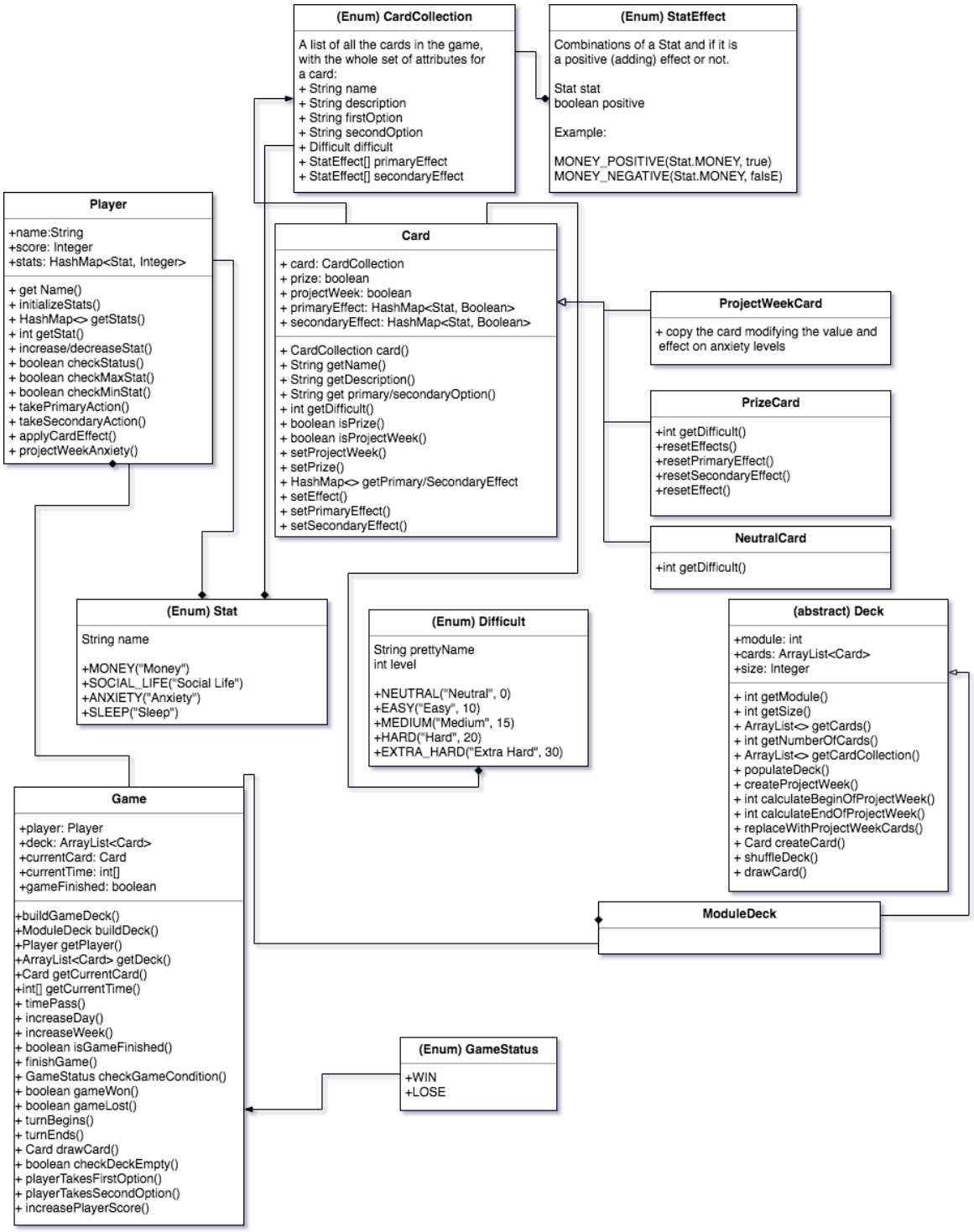
Cohort E20

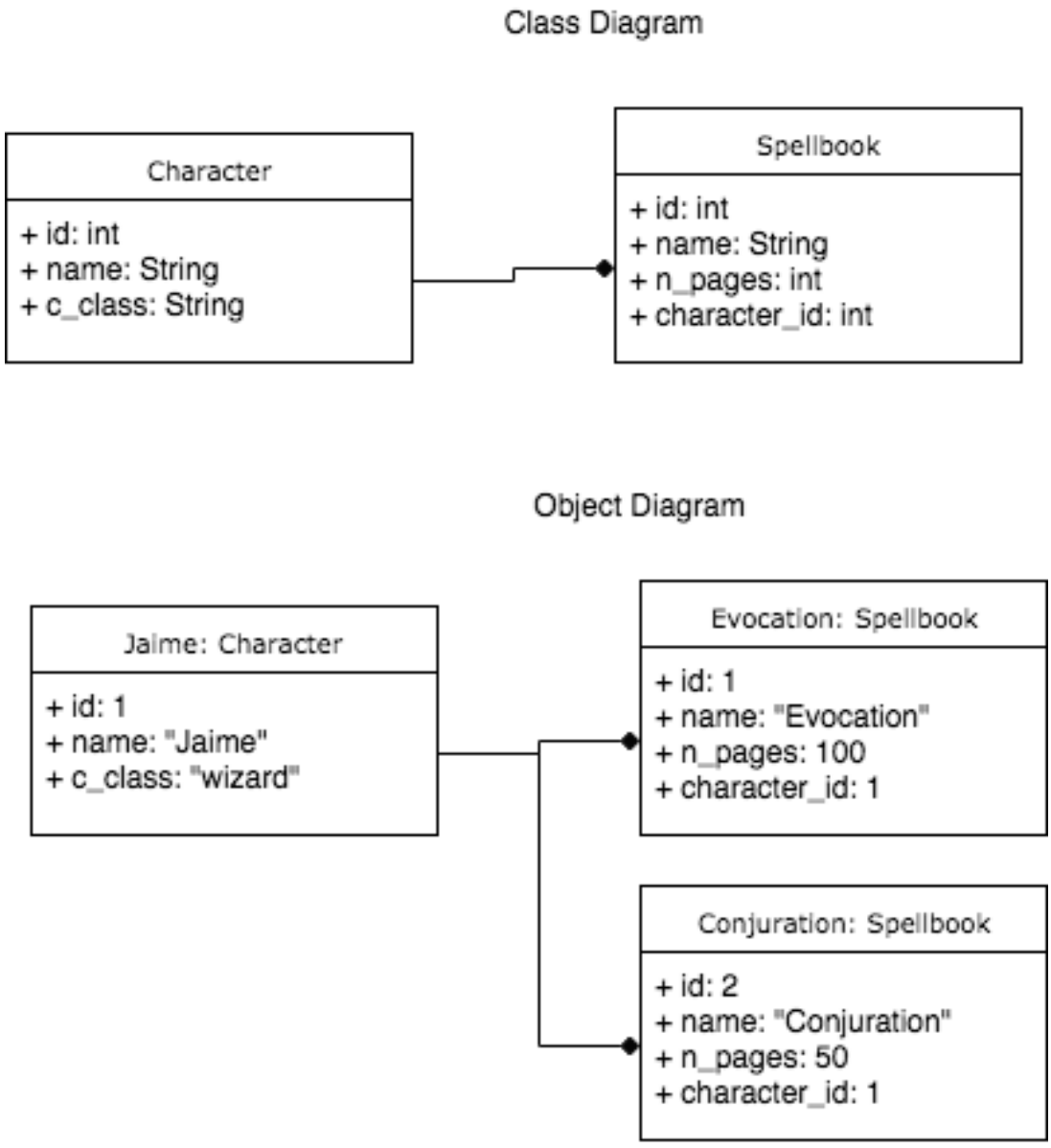
A.D.1 Use case Diagram



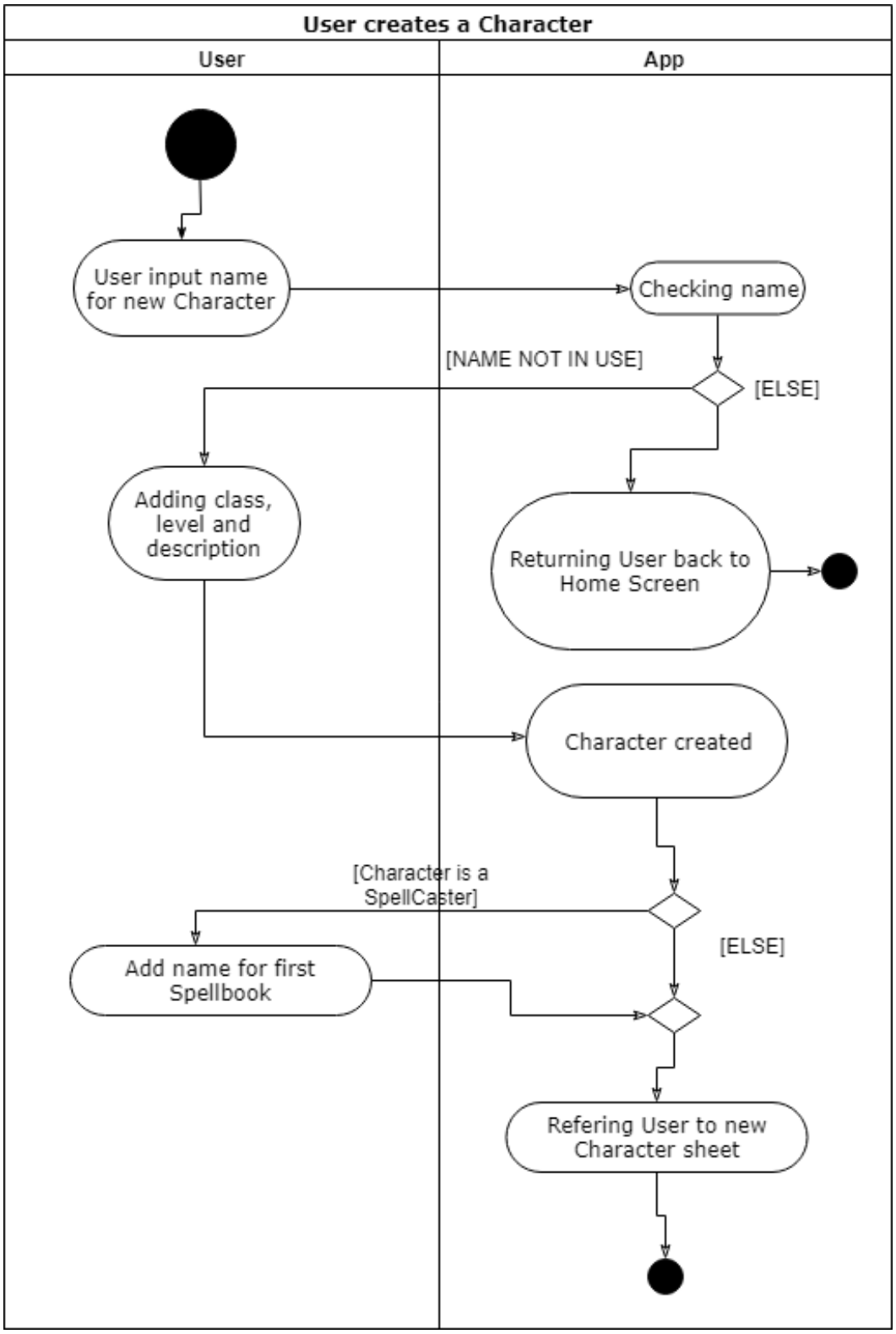
A.D.2 Class diagram



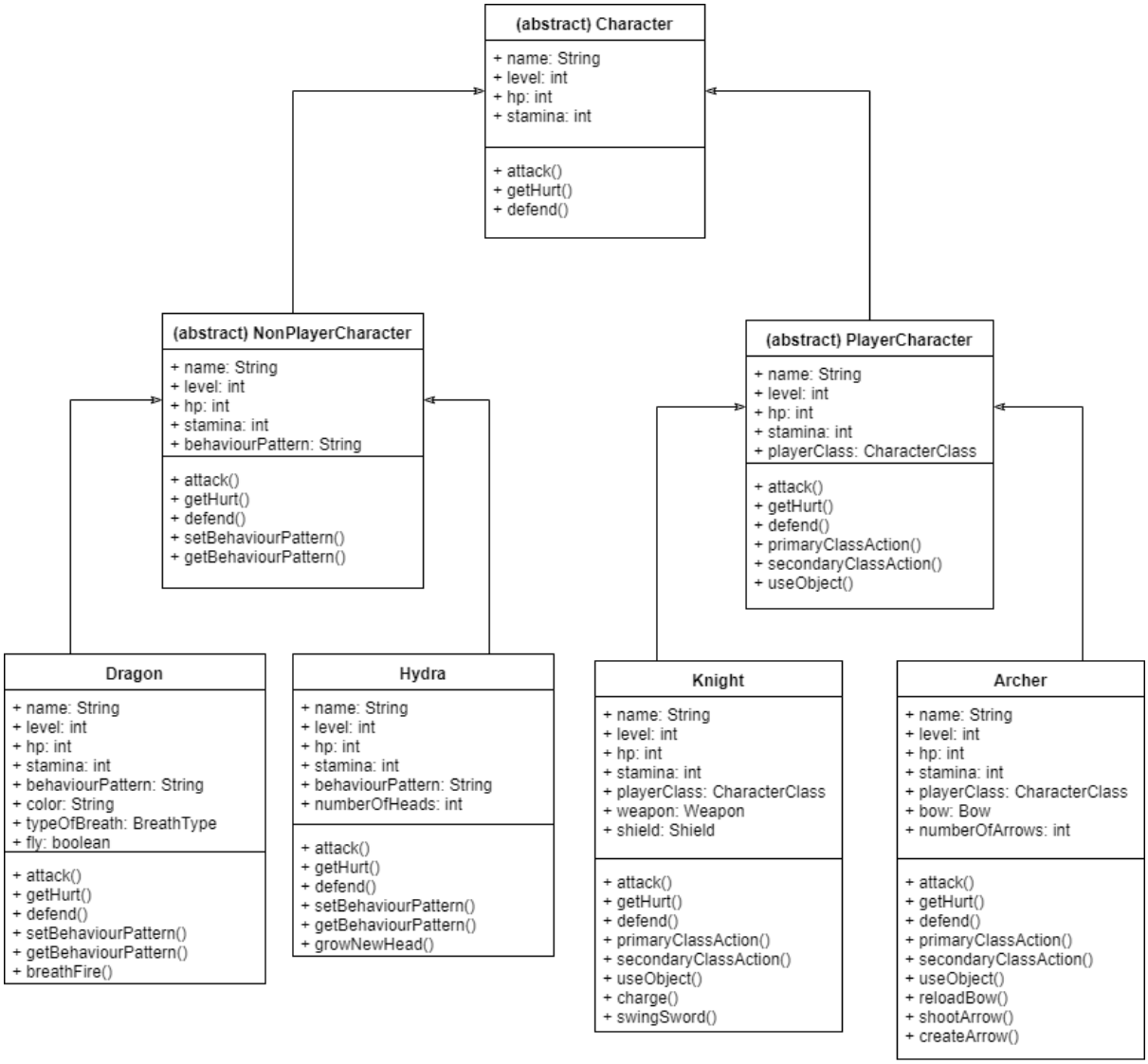
A.D.3 Object diagram



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 every time an user make an input on the app. This could be a problem because app would be slower with bigger inputs or even break the app/ throw it offline.	Increase RAM for the server machine and optimize models to decrease charge on the server side, making the app eficient and faster.
Performance requirements	Fonts from Google Fonts not being showed when working offline. This could be a problem because the display, margins and views of the app are set up with specific fonts in mind, breaking the whole appearance of the site.	Make fonts available on the app instead of depending on online external servers.
Persistent storage and transactions	Payment option only accepts card as payment. This could make several customer avoid buying from us if they prefer other payments options, as Paypal, wiretransfer, online wallets...	Provide several other options for payment for users to select.
Usability	Avoiding Bot usage of our app by adding a method of selecting colours on a image. This is a problem because colourblind person would struggle to identify the selected colours and, then, block them from using our app.	Add alternative options to make this checking: audible, numbers....

Budgets	Develop own framework to work with. This could be a problem if the framework starts draining budget and time when trying to fix, balance and make it efficient.	Select an available and free framework suitable to our needings.
Time	Time limit of two weeks. This is a problem because we need at least two weeks for development and one week for queality testing.	Increase time on the whole project.