**Product Design**

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# Design Model

(Class Diagram in Diagrams folder)

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| User | State -   * Login status * First name * Last Name * Photo * Email * Purchase History   Behavior -   * Login * View History * Make Purchase |
| Home | State -   * Find Screen * Handpicked Screen * Collection Screen * Navigation bar * Side menu   Behavior   * Open Side menu * Navigate between screens |
| Side Menu | State -   * Current menu option * User details (photo, Name etc.)   Behavior   * Logout * View/Edit Profile * Rate * Share |
| Find Screen | State -   * List Items   Behavior -   * Select Type * Expand Item |
| Collection Screen | State -   * Collection Sections   Behavior-   * Expand Section |
| Handpicked Screen | State -   * List Item * User recommendations |
| List Item | State -   * Name * Picture * Price * Love - (if the user selects the “love item” option)   Behavior -   * Expand Item * Love Item |
| Item Details | State -   * Name * Cost * Description * Targeted for   Behavior -   * Love item * Purchase Item * Share Item info |
| Collection Section | State -   * Collection title * Gallery   Behavior -   * Expand Section |

# Design Rationale

The Final Design process chosen was *Feature Driven Development (FDD)*. The reasoning behind this decision is primarily due to the nature of our project. Since it is an app where various features predominantly work independent of other features, we felt it would be easier to test and develop features one after the other in an iterative design method, such that one feature is completely implemented and tested (for the most part) before moving onto another feature and repeating the process.

An alternative method which we had initially considered was waterfall. But the problem arising out of this design process is that it would have been much more difficult to revise and it wouldn't be possible to have a working version of the product till the final stages. Also would have been much more difficult to accommodate additional features midway through the project.