CPRG303 - Project Phase 2: App Architecture

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# ADR 1

## Status

Accepted

## Context

React Native hosts a multitude of libraries that are helpful for the development of our application.

## Decision

Development Framework: React Native

# ADR 2

## Status

Accepted

## Context

Deploying for Android/IOS is convenient and simple using React Native and within the scope of this course.

## Decision

Target Devices: Android, IOS

# ADR 3

## Status

Accepted

## Context

It’s an effective way of making our app readable and user friendly with a minimal learning curve.

## Decision

CSS Framework: Bootstrap

# ADR 4

## Status

Accepted

## Context

The project would not require regular enough screen transitions by the user, nor does it include enough screens to justify the use of navigation elements that are ever-present on the screen during usage.

## Decision

Navigation Strategy: Link

## Consequence

Alternate navigation strategies would clutter the screen and compromising on the screen region for the main content isn’t feasible for the kind of project we wish to achieve.

# ADR 5

## Status

Accepted

## Context

Our project will need to utilize the speaker due to the fact that we will be using libraries that implement sound and music.

## Decision

Hardware: Speaker

Consequence

Adding sound effects on most user interactions with the software makes for a much better user experience for a game than something that is completely silent.

# ADR 6

## Status

Accepted

## Context

Our project makes no use of database storage at the moment because there is no data to store, although there will be scores during the gameplay, these scores will not be saved when you exit the game.

## Decision

Database Storage: None