Methodology:

Due to the requirement of the project, it could be changed sometimes during the development cycle and we don’t exactly know all of the functionalities. So, we chose Prototype as methodology to develop an app of our project. In detail, this is Evolutionary Prototyping model which evolve into the final system through an iterative incorporation of user feedback. (Sami, 2012).In addition, because of the limit time schedule for the development ,the size of our team (3 people) and feedback from client so prototype is a good solution as it reduced time ,budget and improved and increase user involvement. We also can add missing functionality when we need and detect errors easily. The users will get better understanding of the system being developed. (tryqa, 2019)

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Evolutionary Prototyping model. (Sami, 2012)

As we see above, this is the development cycle of Evolutionary Prototyping Model. Basically, we collect data, requirements and functionalities from client to analysis and apply into prototype development which is include basic functionalities and some demo data. After that, we send it to our client for feedback and suggested improvement. Then we keep repeating this cycle until we analyze the final version. From the model we have created, we start design the UI Frames, start coding. Integrate frontend, backend and database together to make an app and design testing methods, fix bugs. And maintenance will be applied later on.

# Bibliography

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