**Framework**

**Goal**

Our team hopes to use the IOS platform as the basis for software design, because the team members all use IOS devices. Using this as a development platform can make us better perform user test. Besides IOS users usually have a stronger desire to buy, which often makes the product more marketable. On the other hand there are many Android models, and the screen size of different devices is also very different. The later test will take a lot of time. So the framework and design language we choose must not only fit the environment of the IOS platform, but also be easy to program and design on the IOS platform.

**Decision of framework**

After discussion, the team finally chose to use Framework7 as the framework, because Framework7 can be applied to the development of IOS and Android, and after many updates the stability and diversity of the current framework can meet our development needs. In addition, Framework7 is based on Node.js, which is closely related to the knowledge we learned in interaction programming course, and its official website has detailed tutorials for new developer, which greatly reduces our difficulties. Most importantly, Framework7 provides us with plentiful custom module and many templates for our reference, and we can get some design inspirations based on the templates.

**Decision of design language**

We chose to use Vue.js as our design language. Because its language structure is simple and easy to understand, the language is not much different from Javascript and CSS which we learned before, it is a suitable language for new developers. Secondly, in Framework7, CLI can be used to directly create a Vue framework, which facilitates our program. At last Vue.js is very convenient for the introduction of libraries, which allows us to integrate other Javascript and CSS files more quickly.