The SDLC method we have chosen to do for the organisation of our project, is the waterfall method. The reason that we have chosen to do this that you can’t move on to the next task without finishing one.

Research and Planning- in this task we brainstorm ideas and choose which was the strongest one and then set up how we are going to present and implement it. Overall, we have chosen to do a room locator app.

Requirements Analysis and Design- in this task we use the research gained from the other task and then use it for designing our app. For example, we will be creating UML diagrams and Low fidelity Diagrams to show what our app is going to look like. The software we are using to create it is Pencil.

Development and Testing- in this task we will be creating our app and then check if it is working properly. For this we will be using the MIT app Inventor software to create it.

Implementation and Maintenance- in this task we will be putting all the work we have done for this project by putting it on to a report and making sure it makes sense.

Implementation and Maintenance

Development and Testing

Requirements Analysis and Design

Research and Planning