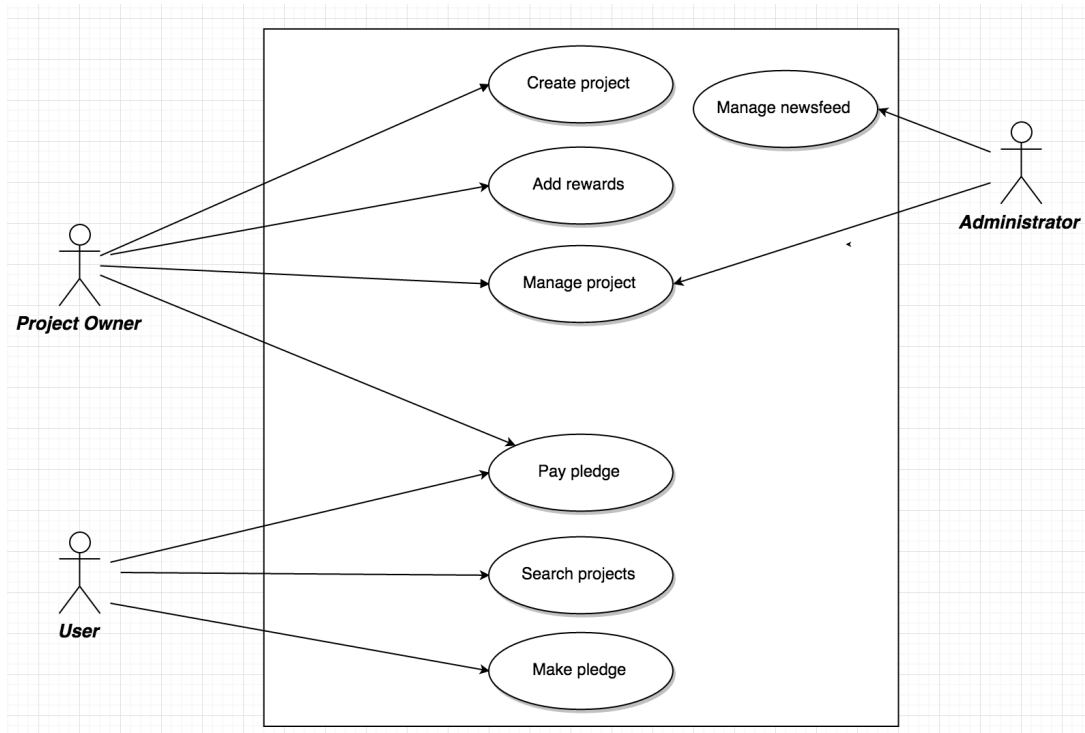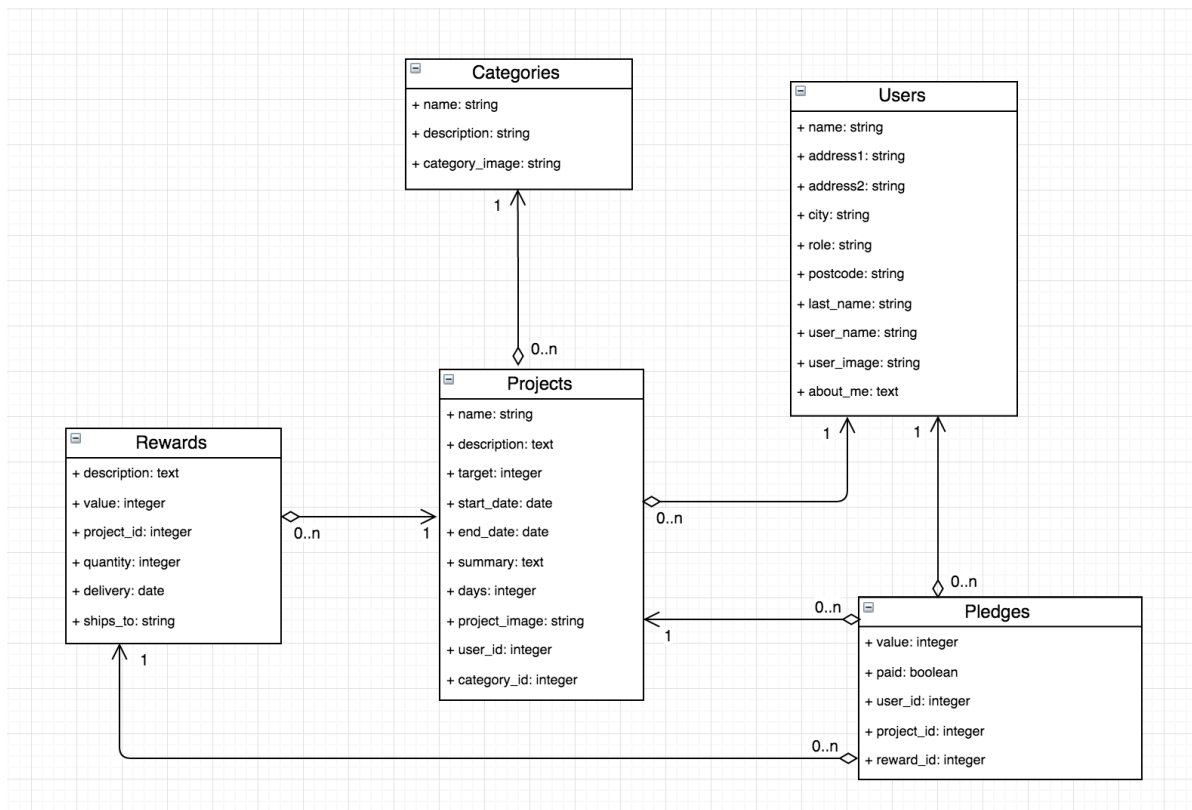## A.D 1 Use Case Diagram
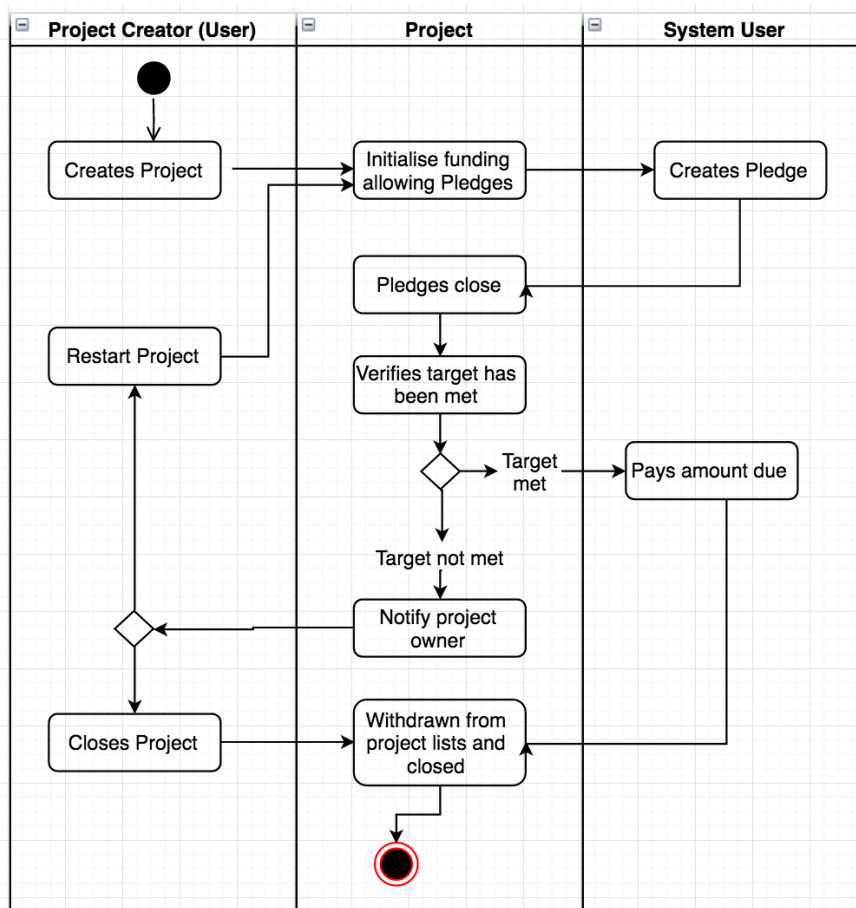

A.D 2 (i) Class Diagram

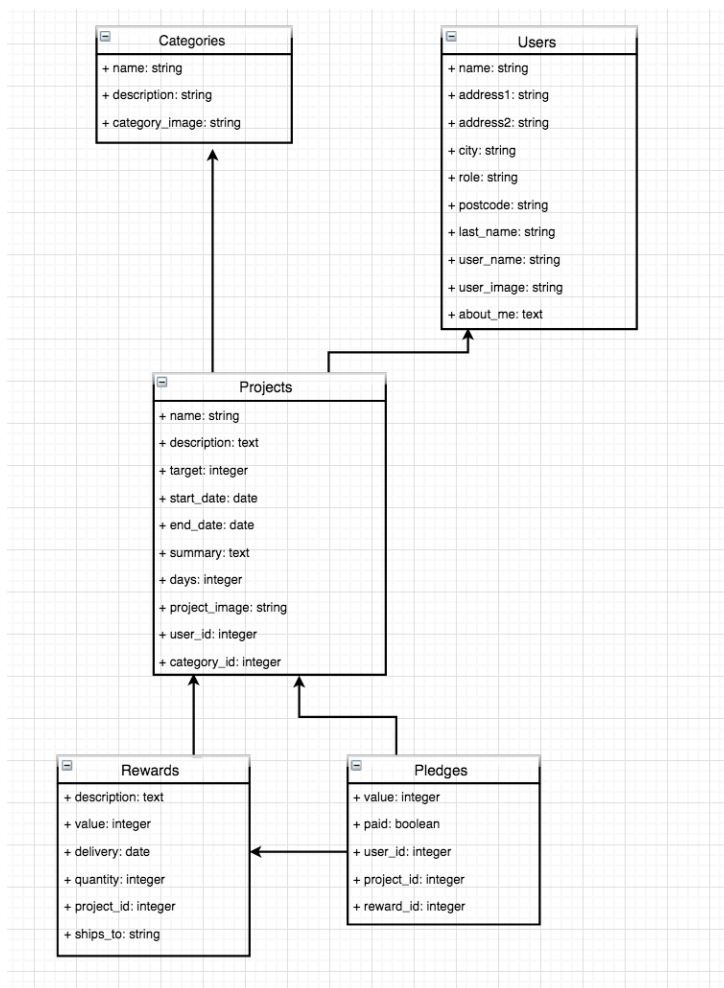## A.D 2 (ii) Object Diagram

Categories

name = Community

description = "Projects focussed on developing your community"

category_image = community.jpg

Users

name = George

address1 = Flat 1/1

address2 = Smith Road

city = Edinburgh

role = user

postcode = EH1 1HE

last_name = Smith

user_name = GeorgeSmith

user_image = george_smith.jpg

about_me = "I like helping people"

Rewards

description = Bottle of orchard apple jiuce

value = 5

project_id = 3

quantity = 1

delivery = 06/08/2017

ships_to = Edinburgh

Projects

name = "Orchard Project"

description = "We want to build a community orchard"

target = 2300

start_date = 07/05/2017

end_date = 27/05/2017

summary: "A community orchard for everyone local"

days = 20

project_image = orchard_blue_print.jpg

category_id = 2

user_id = 1

Pledges

value = 6

paid = false

user_id = 2

project_id = 3

reward_id = 4

A.D 3 Activity Diagram

Project Creator (User)	Project	System User
Creates Project	Initialise funding allowing Pledges	Creates Pledge
Restart Project	Pledges close	
	Verifies target has been met	
	Target met / Target not met	Pays amount due
	Notify project owner	
Closes Project	Withdrawn from project lists and closed	

A.D 4 Inheritance Diagram

A.D 5 Implementation Constraints Plan

Constraint	Possible Effect of Constraint on Product	Solution
Hardware and software platforms		
Performance requirements		
Persistent storage and transactions		
Usability		
Budgets		
Time		