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Semester 6

RB03

Version 1

Afbeelding met tekst

Automatisch gegenereerde beschrijving

Preface

The complete design phase of the project SwipeRight can be found in this document. This file will evolve over time and can always be expanded upon.

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# 1. Techstack

The technologies which will be used for the SwipeRight techstack are defined below.

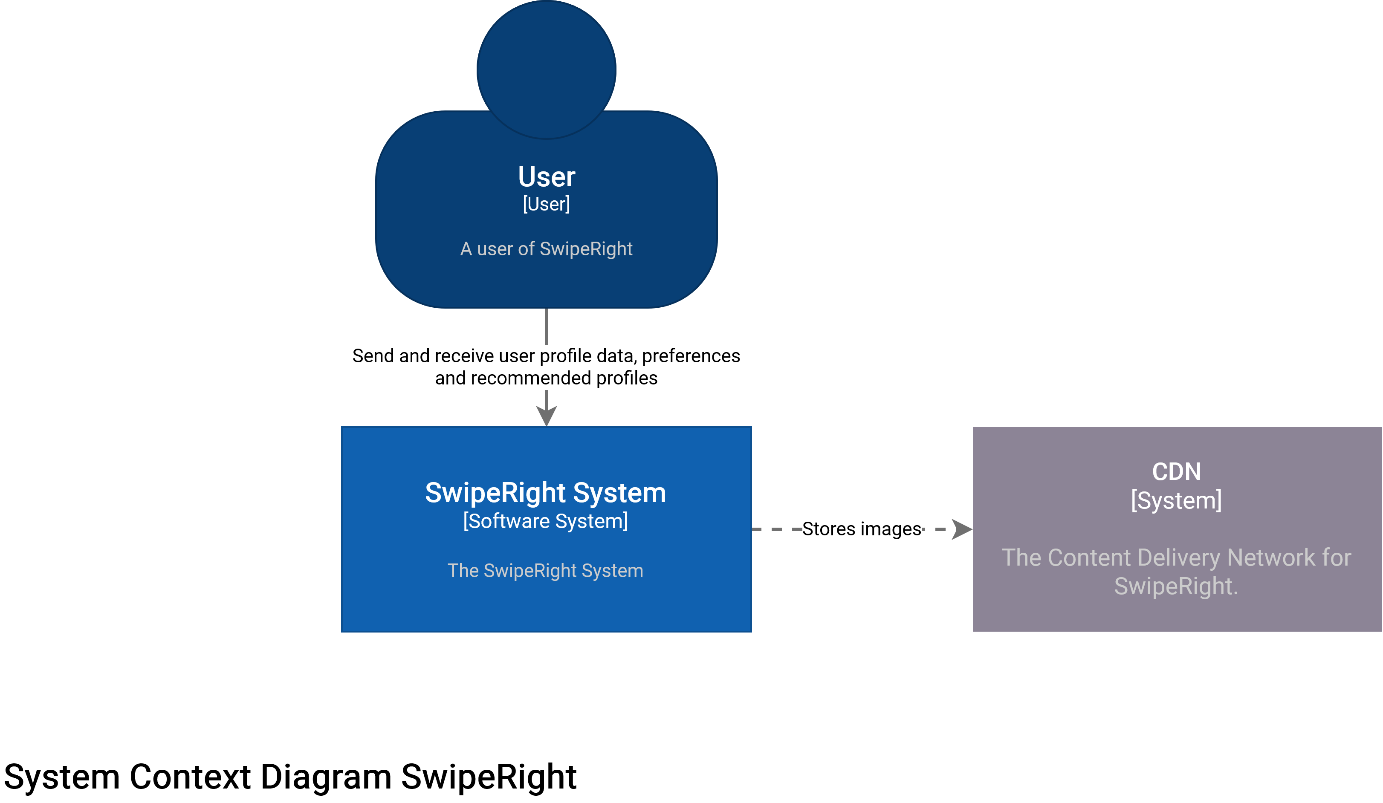
|  |  |  |
| --- | --- | --- |
| Feature | Description | Motivation |
| Security | OAuth 2.0 | Secure and widely used (industry standard) |
| Server script | Go | Performant, Scalability & Nice syntax |
| Server Framework | Gin | Gin is a performant and widely used backend framework for Go. |
| Client Technology | Flutter | Flutter is a performant cross-platform technology, It’s used a lot for native development. |
| Client script | Dart | Dart is the language used in Flutter |
| Database 1 | Apache Cassandra | Performant, Secure & highly scalable |
| Database 2 | Redis | Flexible data structures, performant & simplicity |
| Server OS | Ubuntu | Backend programs should eventually be able to run in every environment |
| Client OS | Android | In the development phase my target OS is android because it is open, it might be extended to IOS in a later stage of production. |

|  |  |  |
| --- | --- | --- |
| Container | Docker | Sensible default |
| Orchestration | Kubernetes | Sensible default |
| Gateway | Kong | Highly customizable ingress/gateway etc. |

# 2. C4 Models

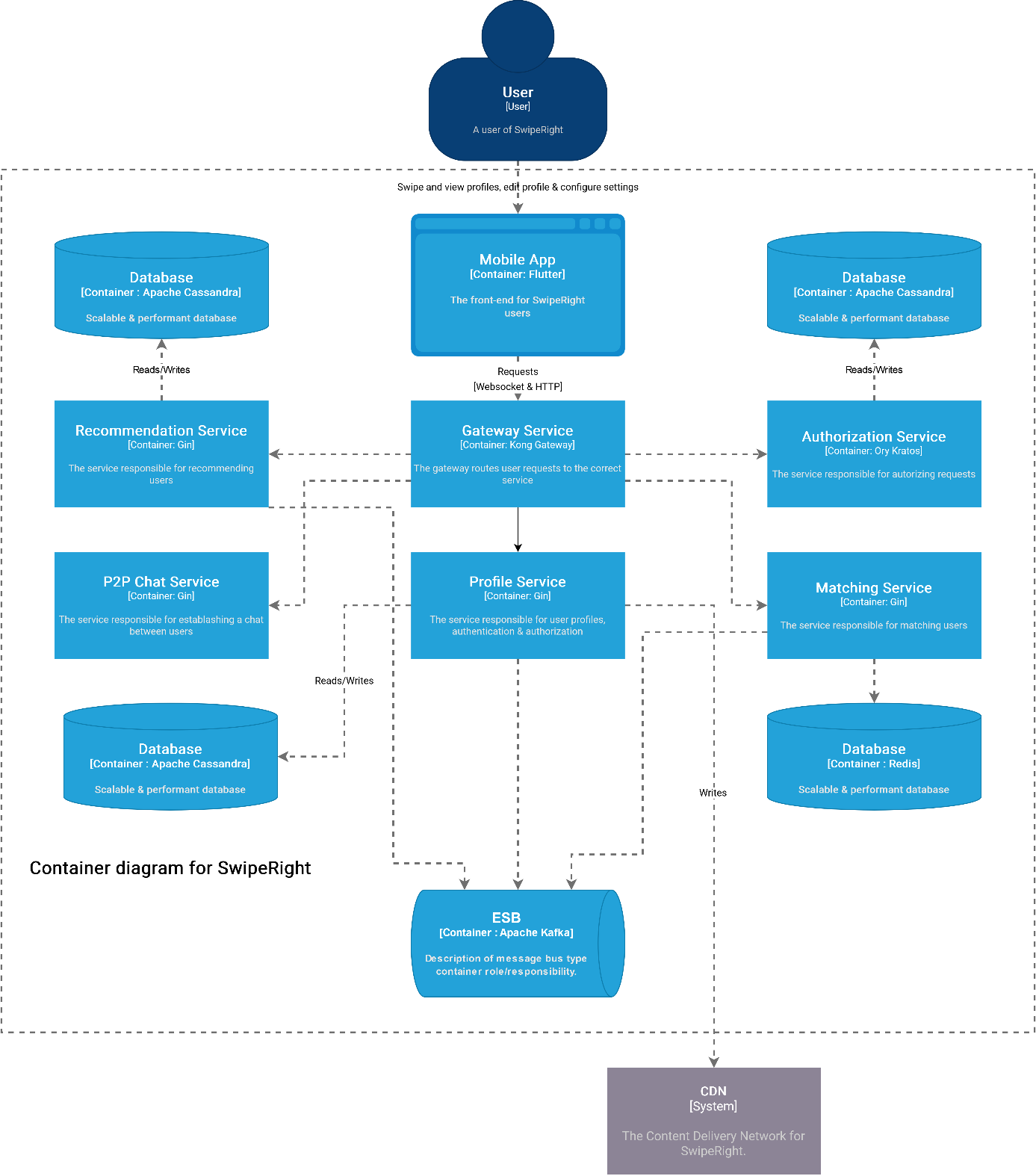
## 2.1 System Context

The idea is to work with a microservice architecture which is almost completely dependent on internal services. A system like a content delivery network should however be outsourced to an external system though. Vendors like amazon have servers everywhere in the world which helps a great deal with performance. This is a resource I unfortunately do not have access to.



## 2.2 Container diagram

The container diagram contains a gateway which connects the clients to the service bus. The service bus makes communication between all services possible.



# 3. Entity Relationship Diagrams

The entities are defined per microservice.

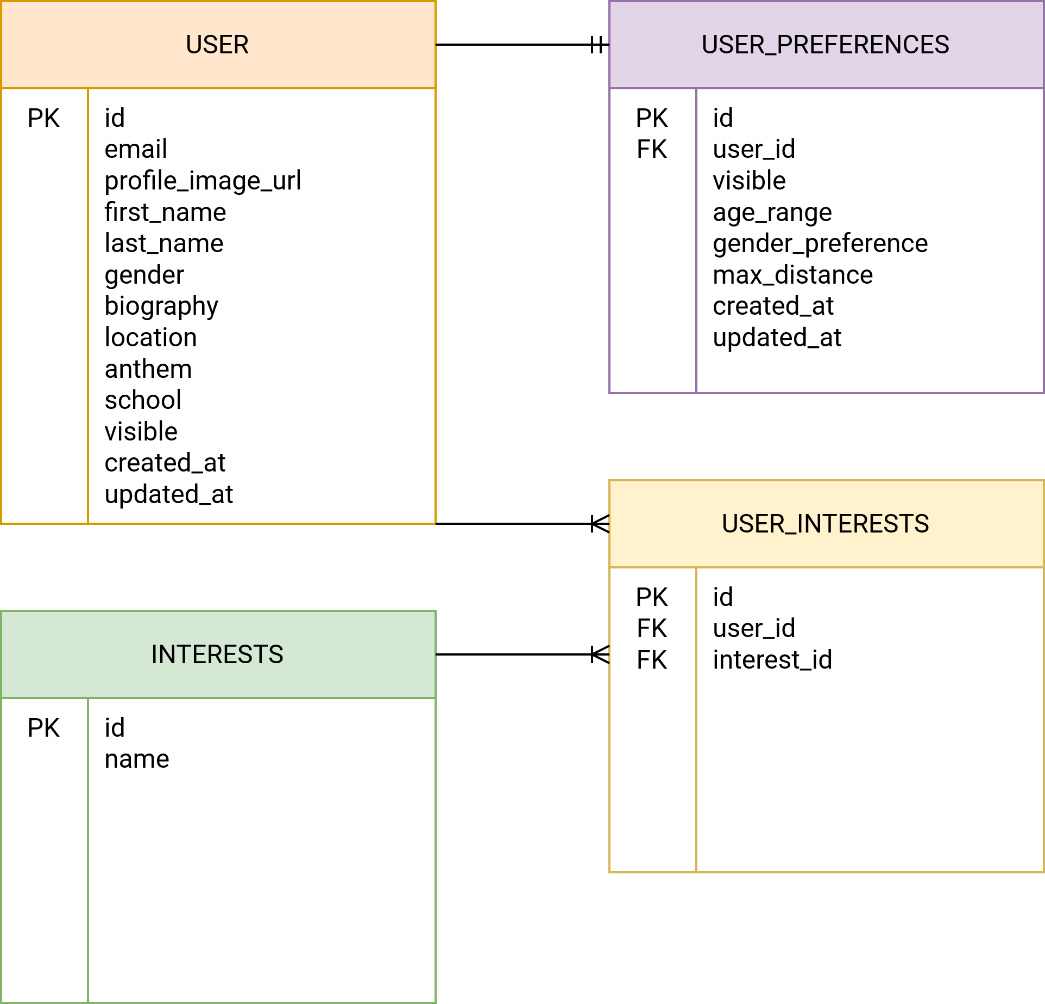
## 3.1 Authorization Service

The Authorization service will need to store user credentials. More will be added when the requirements are extended.

Afbeelding met tafel

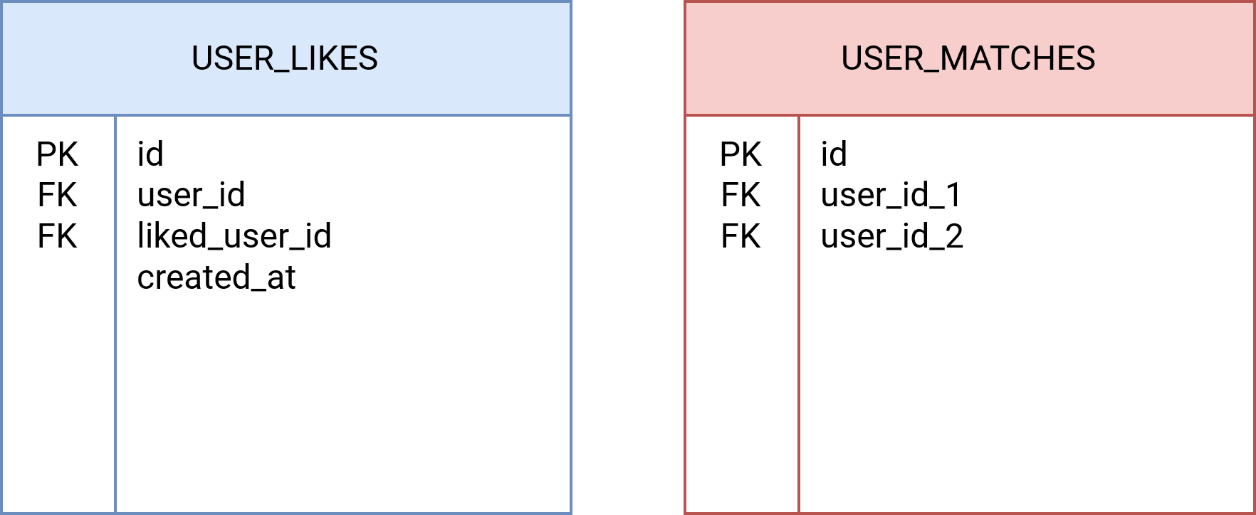
Automatisch gegenereerde beschrijving

## 3.2 Profile Service

The profile service will store all user related data.

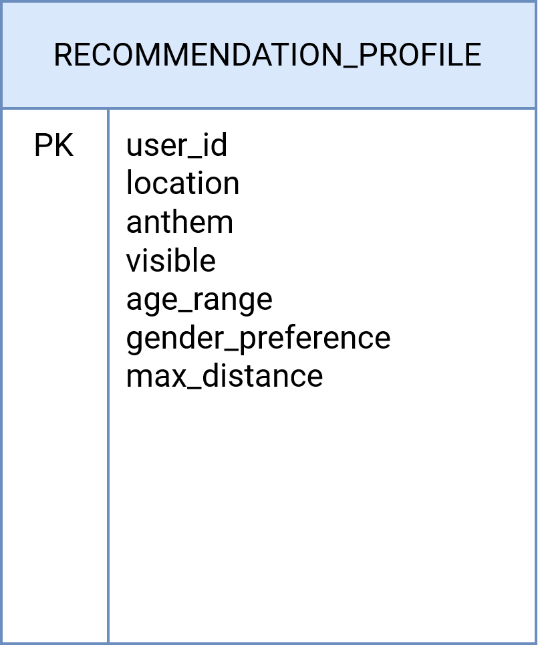
## 3.3 Matching Service

The matching service has the responsibility to keep track of the liked users and needs to update the USER\_MATCHES when two users have liked each other.



## 3.4 Recommendation Service

The recommendation service is in charge of making sure users get other users recommended to them according to preferences.

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# 4. User Interface

In this chapter the designs and standards are defined.

## 4.1 Design System

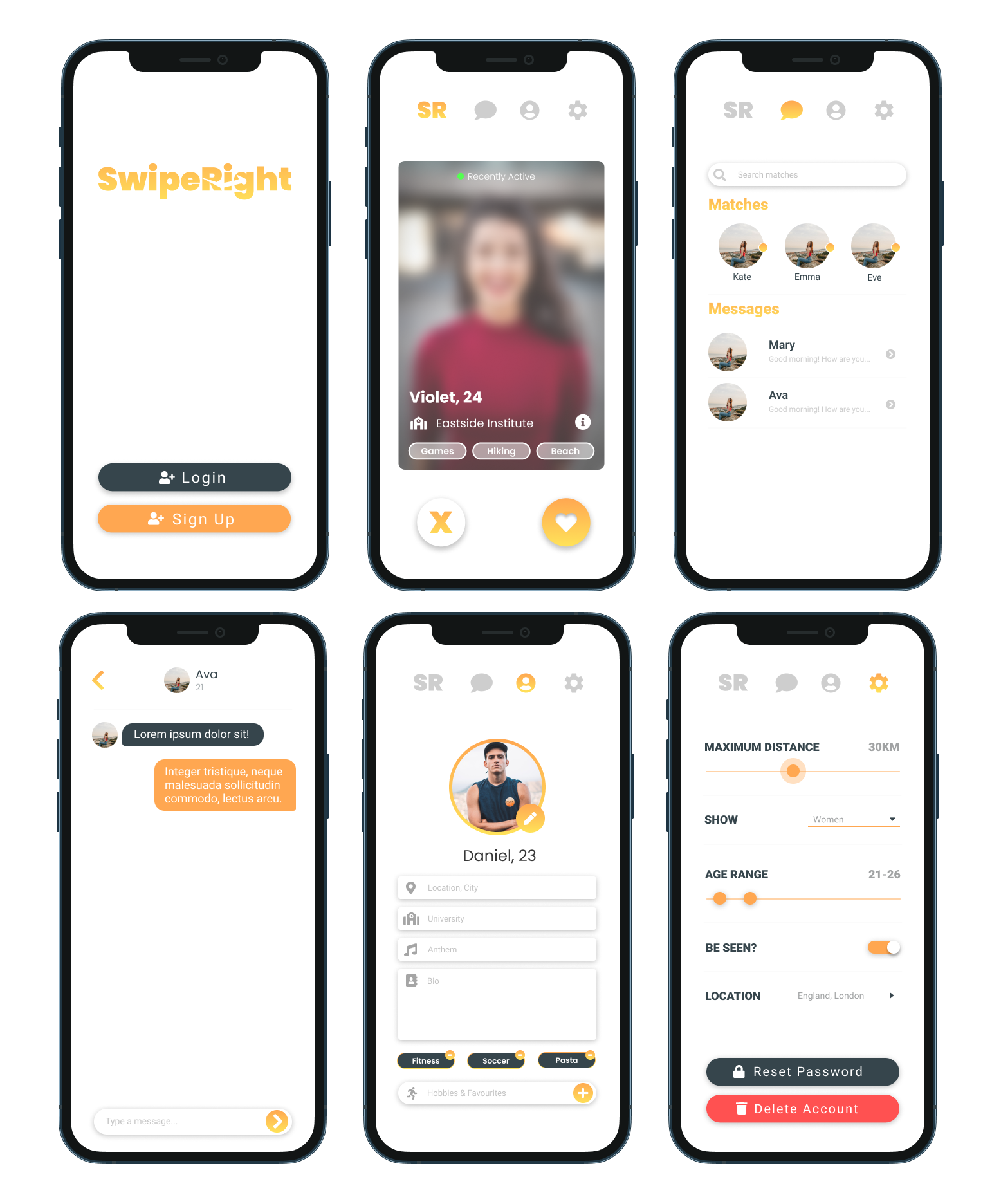
### **4.1.1 Typography**

|  |  |
| --- | --- |
| **Name** | **Font** |
| Logo Font | Poppins |
| App Font | Roboto |
| |  |  | | --- | --- | | Name | **Font Size (px)** | | XS | 12 | | S | 14 | | M | 18 | | L | 20 | | XL | 24 | |  |

### **4.1.2 Colors**

|  |  |
| --- | --- |
| **Name** | **Color** |
| **Logo Gradient Top** | #FFA751 |
| **Logo Gradient Bottom** | #FFE259 |
| **App White** | #FFFFFF |
| **App Dark** | #373737 |
| **App Grey** | #CECECE |
| **App Green** | #54FF51 |
| **App Red** | #FF5151 |

## 4.2 Mockups



*\*\* Mockups are created with* [*Figma*](https://www.figma.com/)

*\*\*\* Pictures used are from* [*Unsplash*](https://unsplash.com/)

## 4.3 Assets

### 4.3.1 Logo



### 4.3.2 App Icons



### 4.3.3 Like & Dislike Buttons



### 4.3.4 Default Buttons

