# Software Design Document (SDD) – Want2Remember (v3)

Project Name: Want2Remember

Snapshot: 3 (Checkpoint 2)

Team Member: Kevin Bayona

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## 1. Introduction

Purpose: This version updates the system design to include memory deletion functionality and improved UI state management.

Audience: Instructor, developers, testers

## 2. System Architecture

Frontend: HTML/CSS/JavaScript (no framework)

Backend: None (data stored client-side)

Data Storage: localStorage – browser-based persistent storage

## 3. Component Overview

- Memory Input Form: Allows entry of title and note

- Memory List Display: Shows all saved memories

- Delete Functionality: Each memory has a ❌ button to remove it from both the list and localStorage

## 4. Workflow Summary

1. User opens `index.html`

2. Existing memories load from `localStorage`

3. User adds a new memory (form submission)

4. Memory is appended to the list and saved to `localStorage`

5. User clicks ❌ to delete a memory

6. Memory is removed from the UI and from `localStorage`

## 5. UI Details

- `<form>` with input and textarea fields

- `<ul>` list where each `<li>` contains:

- Bolded title  
 - Note text  
 - Delete button (❌)

## 6. Glossary

- DOM: Document Object Model

- localStorage: Browser API for saving key-value pairs locally

- CRUD: Create, Read, Update, Delete (now supports C, R, and D)

## 7. References

MDN Web Docs on localStorage: https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage