# Software Design Document (SDD) – Want2Remember (v4)

Project Name: Want2Remember

Snapshot: 4 (Final Checkpoint)

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## 1. Introduction

Purpose: This version finalizes the system design and includes the final UI styling improvements. It reflects the completed implementation of memory CRUD operations (Create, Read, Delete).

Audience: Instructor, developers, and evaluators

## 2. System Architecture

Frontend: HTML/CSS/JavaScript (Vanilla)

Backend: None (data stored client-side)

Data Storage: Browser-based localStorage

## 3. Component Overview

- Memory Input Form: User enters a memory (title + note)

- Memory List Display: Shows all stored memories dynamically

- Delete Button: Allows individual memory removal

- Style Layer: Dark gray background with clean, centered layout and white content cards

## 4. Workflow Summary

1. User opens `index.html`

2. Existing memories load from localStorage

3. User adds a memory

4. Memory is saved to localStorage and displayed in the list

5. User can delete any memory

6. UI and storage update immediately

## 5. UI Details

- Form includes labeled fields and a styled submit button

- Memory cards use box shadow, padding, and spacing for readability

- The list is styled using Flexbox with spacing between cards

## 6. Glossary

- DOM: Document Object Model

- localStorage: Browser API for persistent key-value data

- CRUD: Create, Read, Update (future), Delete

## 7. References

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