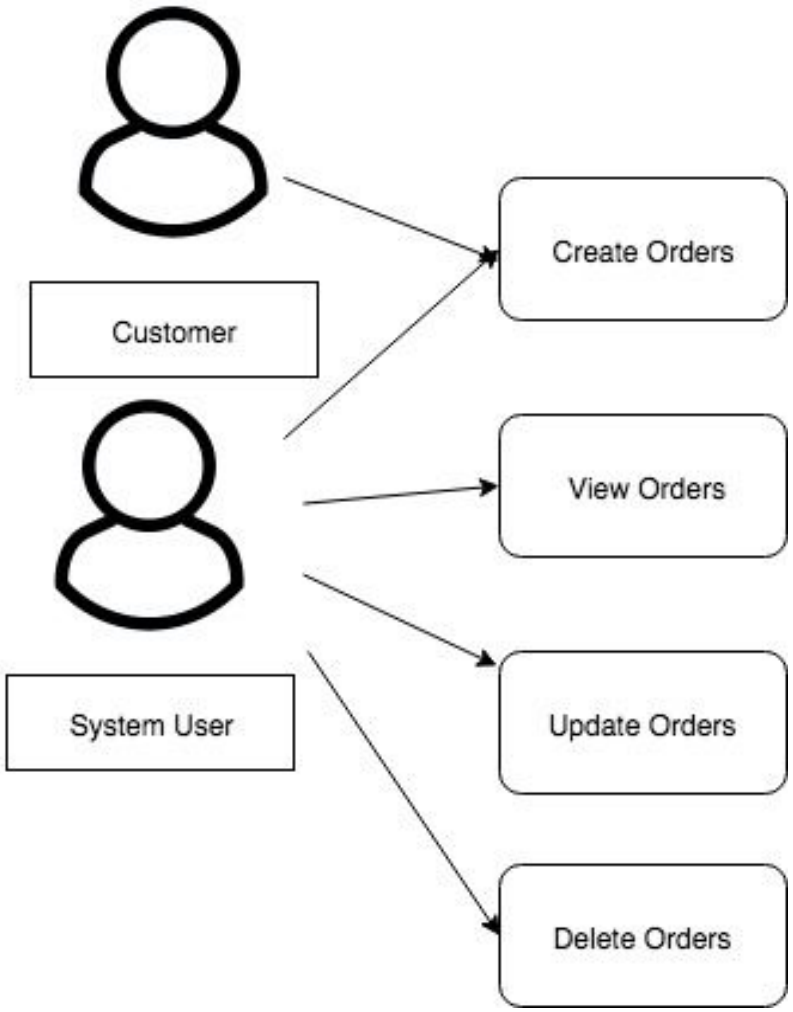
Analysis and Design Unit
Paul McPhail Stevenson Cohort E21

A.D 1 Case Diagram



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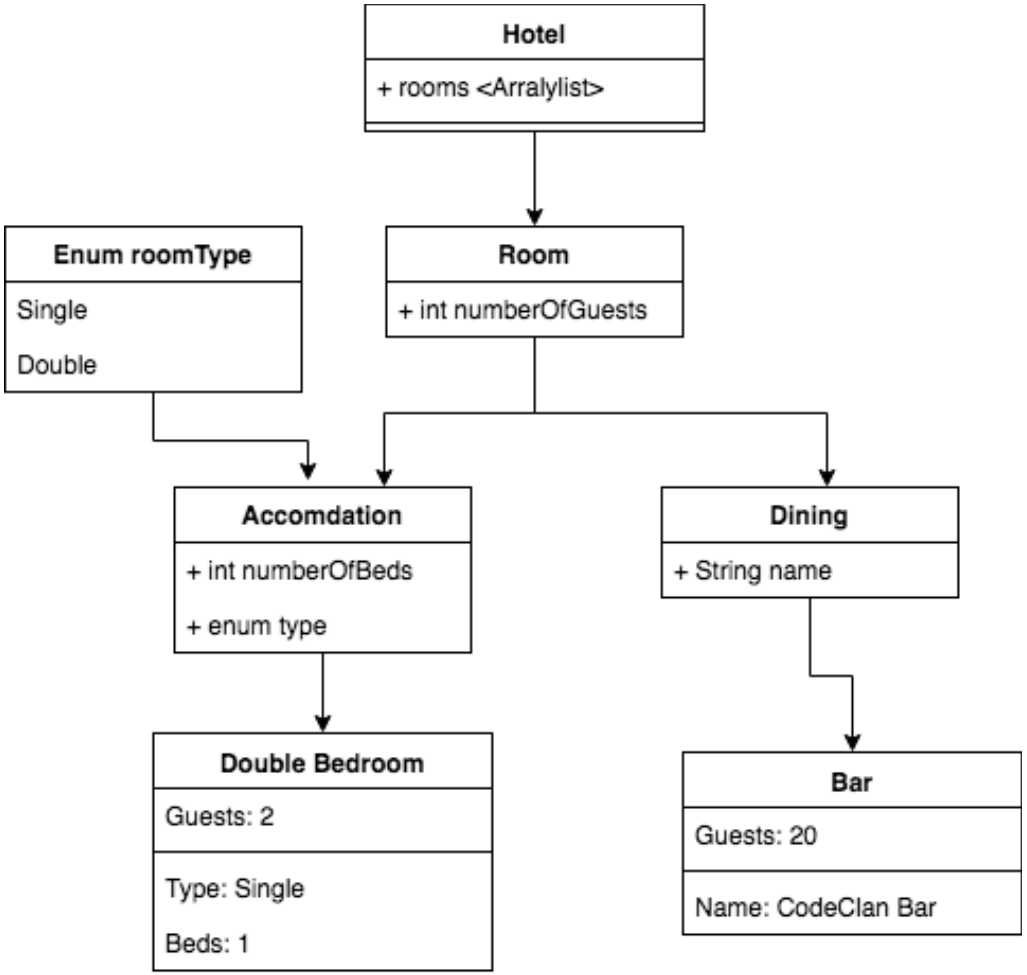
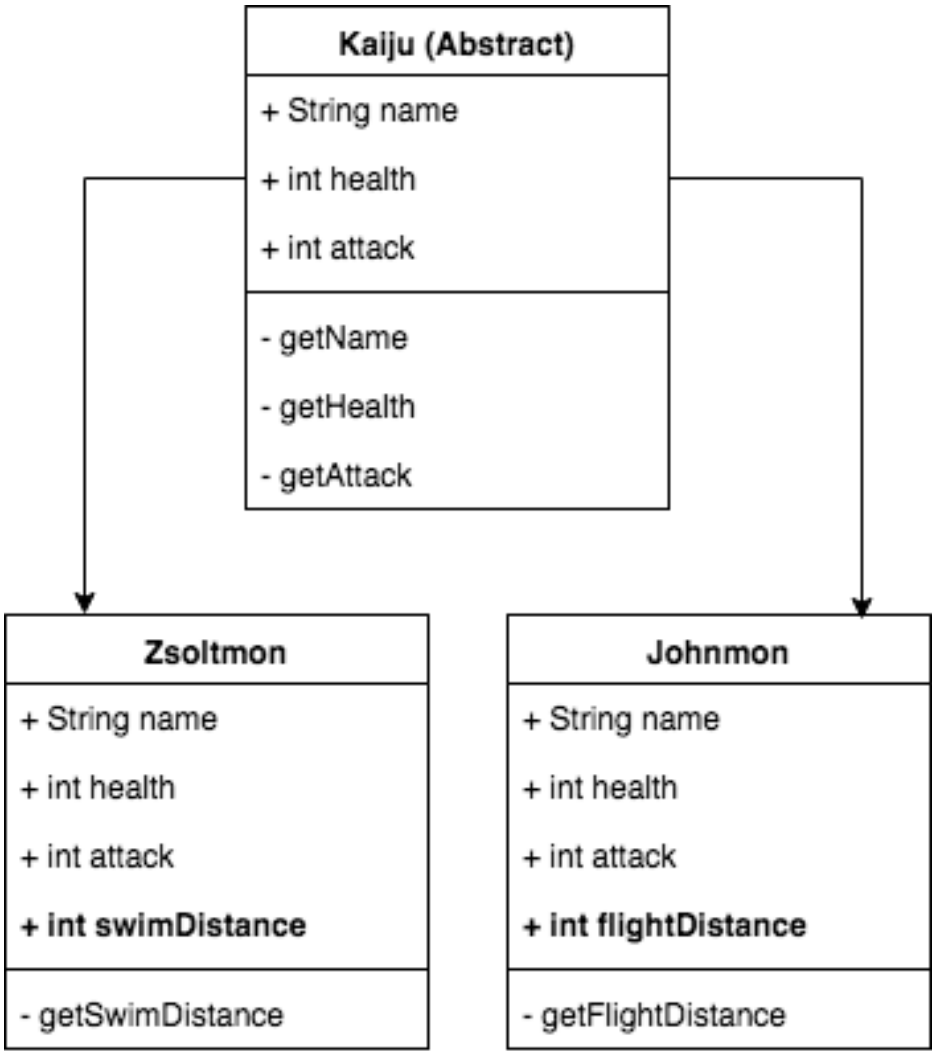
A.D 3 Object Diagram



A.D 5 Inheritance Diagram



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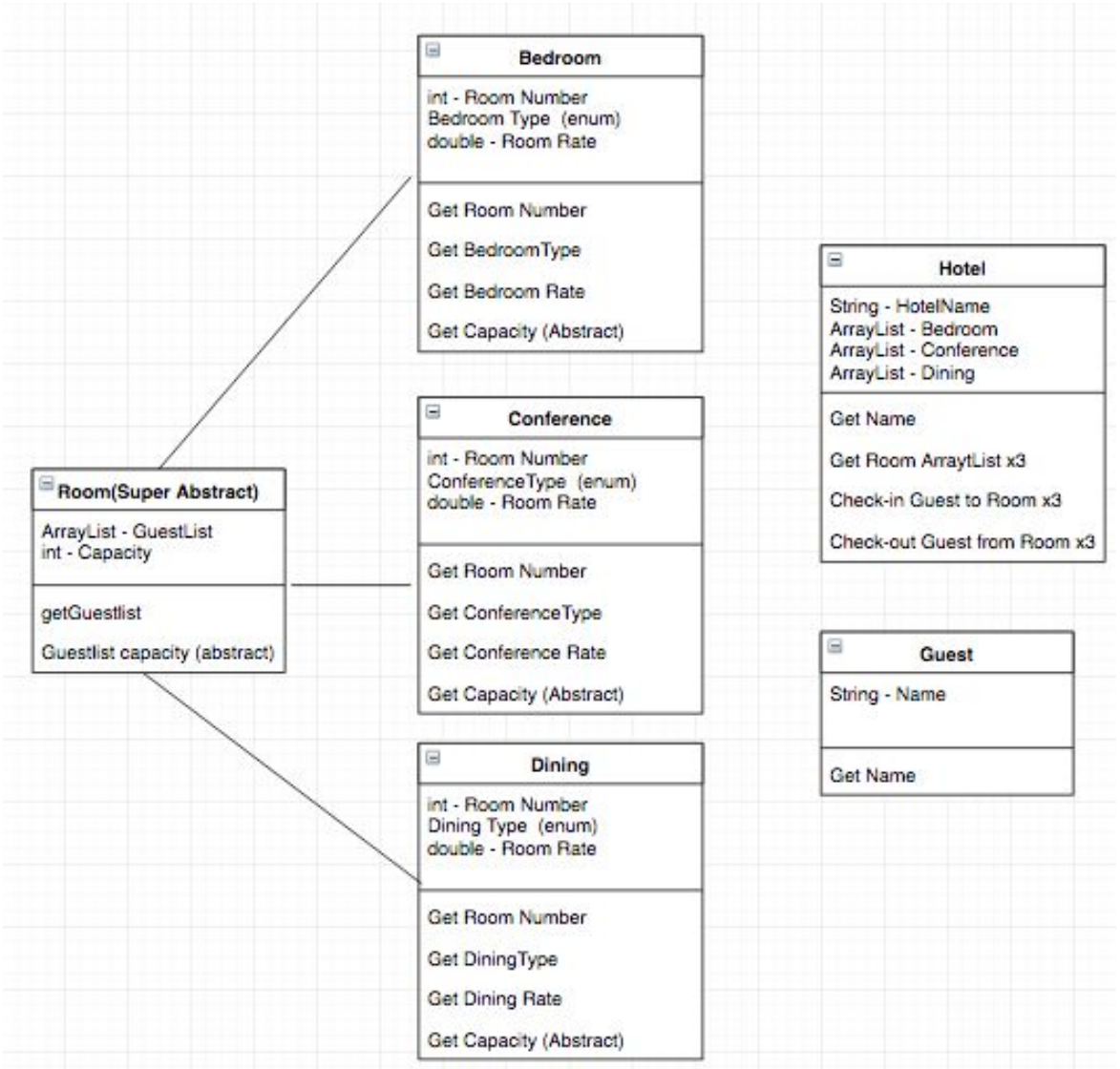
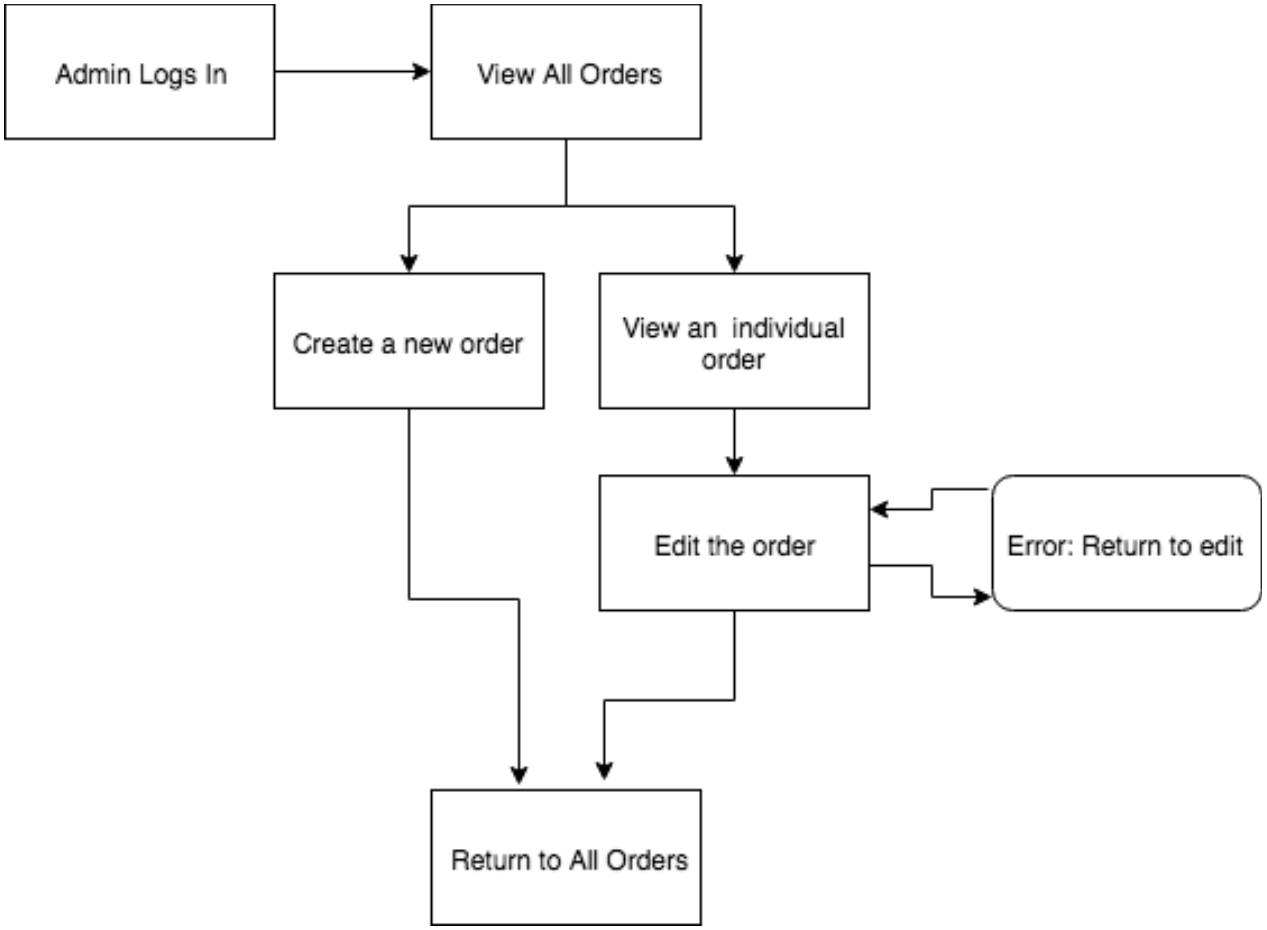
A.D 2 Class Diagram



A.D 4 Activity Diagram



A.D 6 Implementations Constraints plan		
Factors	**Constraints**	**Possible Solution**
Hardware & Software Platforms	● Limited to languages outlined in brief (Vanilla JavaScript, HTML, CSS)	● Focus on functionality rather than aesthetics for MVP
Performance Requirements	● Project completed on Macbook ● App must be run on Google Chrome	● Create ReadMe to ensure others can open the app ● Chrome must be installed with appropriate plugins
Persistent storage and transactions	● Limited to libraries and tools outlined (Express, Mongod) ● Data stored locally ● Data storage limited to machine memory/ram ● Lack of training in securing sensitive data	● Work with API which in publically open ● Create a seeded database to populate the app ● Avoid using too large a database/API ● Avoid using sensitive data
Usability	● Site must be accessible to all ● User must use Google Chrome to access the app	● UX planning to take into consideration the types of users the app would have ● Utilite alt text for visually impaired ● User friendly fonts and colour schemes
Budget	● No budget provided by client ● Free tools likely to have limitation/performance issues	● Limited to using free tools which meet an agreed standard ● Design an MVP and agree with client on needs.
Time	● Deadline of one week (Thursday 19th July 2018)	● Agile working - ensure team are all on the same page ● Stop, start, continue on MVP only ● Delegation of tasks