Amman Sandhu

CSCP 362

2 March, 2020

Assignment 2

Define a list of services for this app: food, drinks, shopping, games, movies, streamers.

Define 3 features: ability to order directly to customer, ability to find the nearest location,

recommended services

Goal: provide on demand and predictive ordering of services for customers.

Requirements Engineering:

The problem domain is finding a way to have convenient and predictive services provided to

clients of our mobile application. The nature of the solution involves finding a way to predict what

services a customers enjoys by using previously used services. The customer must have had a positive

experience with the previous services used to predict a new potential service. Developers will be

needed for an intuitive and easy to understand UI for the customer, creating an algorithm that provides

new potential services base of positive experience past services. The way we will make money is by

taking a cut from services we provided and generating predictive advertisements. The scope of this

solution will only involve mobile devices.

Specification:
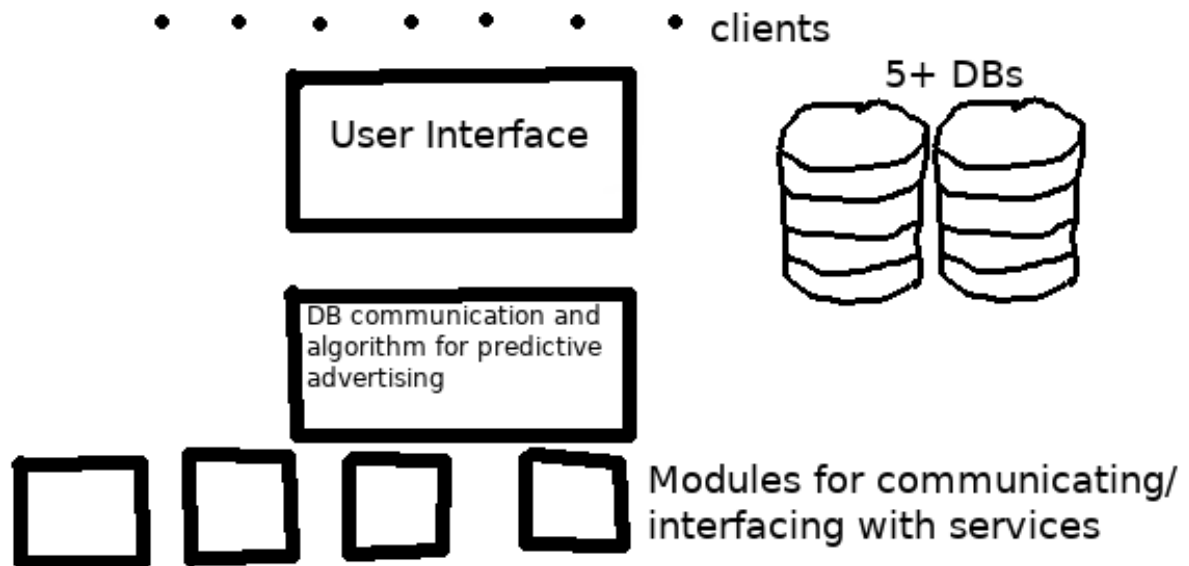
Database Elaboration

We will likely need databases for a user's account information. One of a user's service history with the experiences they had. Data on what parts of the app the user uses and for how much time. One database for all of the services that has the info to interface with them.

Architectural Assessment

Using a Data Centered Architecture where all of the clients communicate to a data store would only work if we didn't need that many data stores. With out current specification we would use multiple data stores.

Using an Object-oriented Architecture might work will since we have many services and each service will have something in common allowing for an over arching entity class the each services extends from.

Data flow architecture may work as well since we will have to vet our advertisements based on a clients previous positive experience with another advertisement.