Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 07/13/2025 | Scott Weiss | Initial design constraints and requirements. |

Instructions: Fill in all bracketed information on page one (the cover page), in the Document Revision History table, in the footer, and below each header. Under each header, remove the bracketed prompt and write your own paragraph response covering the indicated information.

## Executive Summary

Chat Away is a social media company wishing to market their product to a wider customer base by developing a mobile app. The app should be available for both iPhone and Android smartphones.

## Requirements

Business constraints:

* Keep within client budget.
* Stick to required schedule for client needs.
* Team assignments, depending on OS familiarity.

Technical constraints:

* Allows user to meet same functionality as using the website, such as sign up, connect to account, interact with others, etc.
* Meet standards for app store requirements.
* Programming language to use, whether different language for each OS or one that works for both.
* Hardware limitations between Android and iPhone, and what each minimum and recommended requirements are.
* Have the app be compatiable with latest OS for both Android and iOS.

## Design Constraints

One constraint is to make sure to stay within the client budget and schedule. As long as an appropriate team and goal deadlines and set and kept, this should be possible to achieve.

Another constraint is to make the app available for both Android and iOS. This could be done either by using a programming language that is usable for both, or choosing an appropriate language for each OS. A third constraint would be to maintain functionality for the app as if the user was using the website. With an experienced team and proper testing, this is possible to achieve. Depending on the languages used for the apps, this can bring its own set of pros and cons. A final constraint to consider is making sure the app runs smoothly on both desired operating systems. To solve this problem, ensuring proper quality assurance testing on multiple devices can help limit future errors. Potentially even a beta period to test with real users to weed out problems.

## Rationale

The budget and schedule constraint is considered as they are the main constraints that determine the rest of the project moving forward with determining deadlines and tasks, with this constraint being considered a business constraint. Making the app available for two different operating systems, while mainly a technical constrant, is a business one as well, as having the app be availble on both app stores allows for a larger potential of users for the client. Picking a programming language that is available for both operating systems can cut down on other constraints such as choosing team members to work on each OS. App functionality is a significant business and technical constraint, as if the app is not very functional and if the user only uses the app, the client will lose potential customers. Thorough testing can help assure the app functions appropriately on each OS. For having the app run smoothly being a mostly technical constraint, it applies to the business aspect as well. Having a properly running app assures that users will not abandon the app and the client will not lose potential customers.