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| Project Title *Friendship App* |
| Version Number:1 **Change History**   |  |  |  | | --- | --- | --- | | **Date** | **Author** | **Comments** | | **15/02** | **Liam** | **First draft of design** | |  |  |  | |  |  |  | |  |  |  | |
| Summary *This app will allow its users to find friends with similar interests online. Users can create an account featuring their interests and hobbies. Their accounts will then be displayed for other users where they can view each other’s name, age, gender and hobbies. Users can request to friend other users within the app too. Once you add someone as a friend, you can view their other social media accounts and talk to them there.* |
| Requirements Evolution Empathy maps were used to understand our co-designer’s feelings about making friends.  This graphic was also used to gather more requirements  This graphic was used to compare the requirements and desired functionality to the students current abilities. |
| Assumptions & Dependencies  * The website will use a PostgreSQL database as well as NodeJS to host the website. Having Docker, DBeaver as well as NodeJS installed will be crucial to the app functioning. * This application should work whether using Windows or IOS. * It is assumed that the end user will have some form of intellectual disability |
| Development Methods We will utilise user centred design in order to develop this app. UCD involves understanding the needs and behaviour of the target users through research and incorporating their feedback into the design process. It focuses on enhancing the user experience. Through collaboration with our co-designer we have been able to put his user experience at the centre of our design.  Agile methodologies such as Scrum will also be implemented during our development process. This allows for iterative and incremental development. Continuous feedback from users and adaptation to changing requirements are also aspects of this development process which we will utilise. |
| High Level System Architecture The user accounts will all be stored in a postgres database. NodeJS will be used to host the different pages of the website. It will also be used to read the data from postgres and display these accounts on the website. This will be done through the rest API on the server file. |
| Detailed System Design App prototype:  <https://www.figma.com/proto/Sn5OPQcrzyFiMVkEVxVG6N/Friendship-App?type=design&node-id=1-52&t=qeDkd37jCqSDZGCa-1&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2>  Class diagram:  Infrastructure diagram: |
| Related Documents  |  |  |  | | --- | --- | --- | | Document Title | Author(s) | Description | | *e.g. test plan, design document, user manual, test results* |  |  | | Week 2 team presentation | Liam Cobb, Sean O’Flaherty | Initial design of project as well as team format. | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |