GAIN CREATORS

- Helps buyer in efficient time management.
- Helps buyer in reducing development effort.
- Helps buyer to design a high level software that adheres to standard SDLC.
- Helps buyer to develop a high quality software that is maintainable.
- A "start-up" owner can avoid expensive investments in terms of hiring a software architect.
- Reduced risks and less effort required for refactoring and rework.
- Helps buyer in faster development and delivery of products and services, that in turn results in high customer satisfaction rate.
- Reduced intervention(overhead) between solution architect & developers, as both use applications that provide quality solutions.

- Quality software design eventually results in an end product whose performance exceeds expectations.

PRODUCTS & SERVICES

- The application provides services that help buyer in deciding which pattern is most applicable for a given scenario.
- In addition to the suggested pattern, the application also provides a sample blueprint based on which the solution can be implemented.
- Application helps in the detection of anti-patterns in order to refactor existing solutions.

- Saves Time, Money and Effort.
- Reduces work pressure in meeting deadlines.
- Help gain design experience. Reduces the need to come up with patterns manually and hence eliminates some risk.

PAIN RELIEVERS

- Reduces time required for analysing requirements.
- Helps make up for lack of experience in designing software.
- Learn modern design pattern and practices.
- Innovation by reusing current design pattern.
- Eliminates risks associated with lack of design experience.
- Mitigates financial risks by using existing solutions.

GAINS

- Cost Reduction.
- Reduced rework and refactoring effort.
- Gain experience over due time.
- A well designed scalable and maintainable end product.
- Ease of difficulty in design & development.
- Reduced risks by using pre-existing pattern that is tried and tested.
- Adherence to standard SDLCs.
- An end product with high quality

CUSTOMER JOBS

- A solution architect designs a high level software architecture.
- A software developer analyses user stories.
- A product designer or an entrepreneur designs a software of high quality.
- A project manager or a team lead or a developer attempts to decrease the anomalies in the current system.
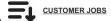- A project manager works to improve the overall maintainability.

PAINS

- Excessive requirements to be analyzed.
- Less/No experience in effective design & development.
- Less/No knowledge of coding standards & best practices.

- Loss of time and money resulting from a poor design.
- Loss of reputation caused by a deliverable of poor quality.
- Bloated and non-scalable/rigid software.
- Greater difficulty to develop when a pre-existing pattern
- More time to design a software without a definite pattern.

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