University of Glasgow | School of Computing Science

Team V - How Not To Kill Your Dog

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Chapter 1

Design

This chapter covers the various aspects of the application's design. As our project was client-based the design was very much focused on satisfying the requirements laid out in the previous chapter. Fiona Dowell, our client from Glasgow University's Veterinary school, evaluated our initial user interface design and we revised this according to the feedback that we received from her. ¡¡after this we implemented it¿¿

1.1 Design Goals and Objectives

1.1.1 Admin

Reflect and discuss functional requirements in greater detail and how they relate to our design goals and objectives. Why are each of these important? How are we going to achieve these goals and objectives?

1.1.2 User

Reflect and discuss functional requirements in greater detail and how they relate to our design goals and objectives. Why are each of these important? How are we going to achieve these goals and objectives?

1.2 Initial Design

1.2.1 ER Diagram

ER Diagram essentially showing the relationships between models.

1.2.2 Activity Diagram

Activity diagram each for admin and user

1.2.3 Walkthrough

Walkthrough linking the activities of admin and user together.

1.2.4 Paper Prototype

1.2.5 Prototype Evaluation

1.3 Interface Design

1.3.1 Admin Interface

1.3.2 User Interface

1.4 Conclusion