Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 01/09/2023 | Zachary Nicholas | <Brief description of changes in this revision> |

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

The company is looking for a way to make an app that will function on both IOS and Android devices that will do the same as what their website already allows their users to do.

## Requirements

* Make a mobile application
* Make it compatible with both IOS and Android devices
* Increase the revenue of the company
* Increase the number of customers they serve
* Be able to get this done in a certain time and also within the given budget
* Don’t change their UI from the website as to make it more user friendly

## Design Constraints

* Work should fit within the budget given by the client
* Create a user experience that people can understand
* Ensure that the app will work effectively and efficiently no matter the device

## Rationale

* We are being contracted to do this work and not often there will be an infinite budget, so the first thing to ask is how much budget and how much time they would like us to have and it is up to us to either increase said budget or increase the amount of time we will need in order to complete their app.
* We don’t need to reinvent the wheel if people are already using their website and enjoying how the layout and their experience is we need not make brand new ideas, however since it is a social media company, we should look at other examples given by other popular apps and suggest something that may work better in order to get mor users interested in the companies app.
* Given that we are making this app for both of the major operating systems when it comes to hand held-hardware, we should try to very rigorous with our testing and test on the most popular devices and make sure that we focus our efforts on the most popular ones in order to serve the most customers in a good user experience as well as make it efficient and effective code. Other devices can be spot fixed in order to boost user experience in the future and testing an old device in a rigorous way is sure to waste not only time but also the budget the company has gave us.