Part 3 Interim Report

# 3. Prototype Design

**As least 6 pages, but as many as you like (but lots of diagrams, which count towards the page total).**

## 3.1 Introduction

## 3.2. Software Methodology

FDD

<https://newline.tech/blog/feature-driven-development-methodology/>

Agile

<https://project-management.com/10-key-principles-of-agile-software-development/>

Prototyping

<https://www.geeksforgeeks.org/software-engineering-phases-prototyping-model-set-2/>

Combine the above three and create new one

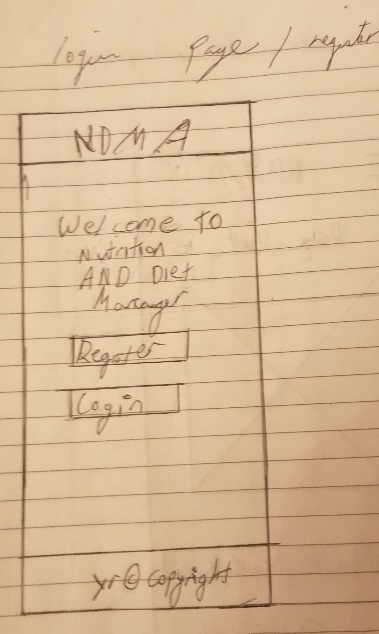
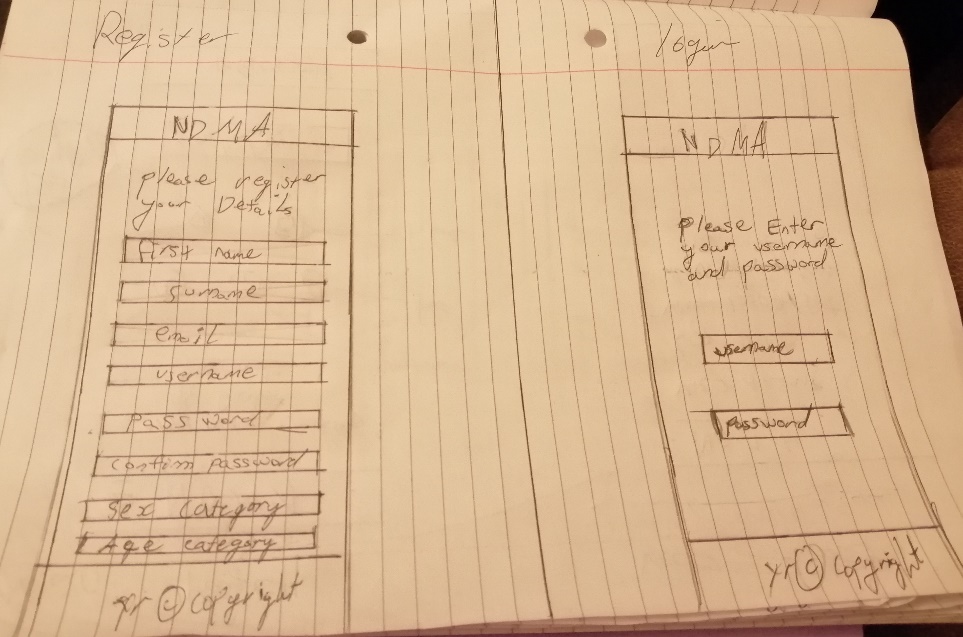
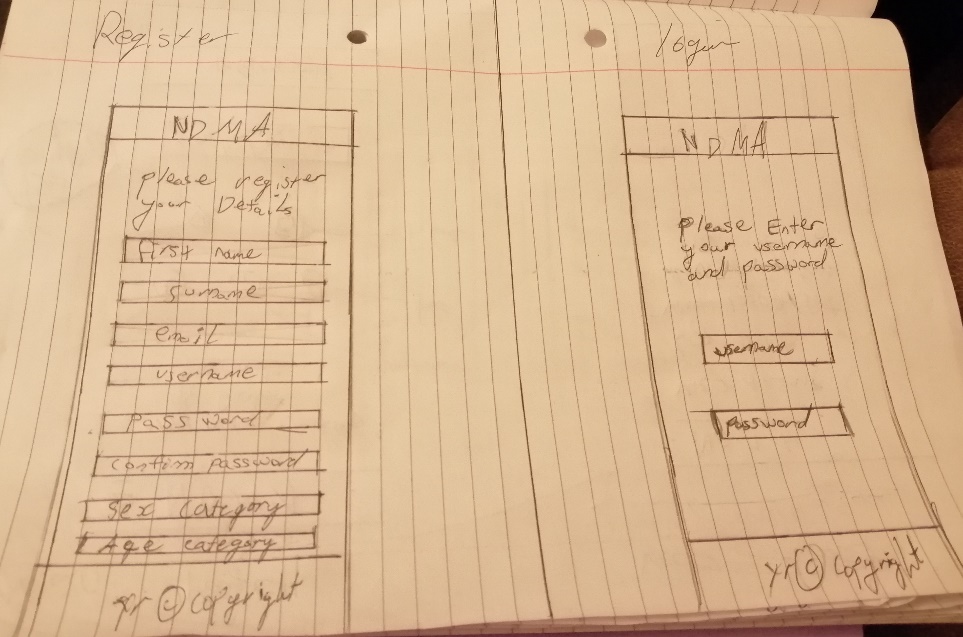
## 3.3. Overview of System

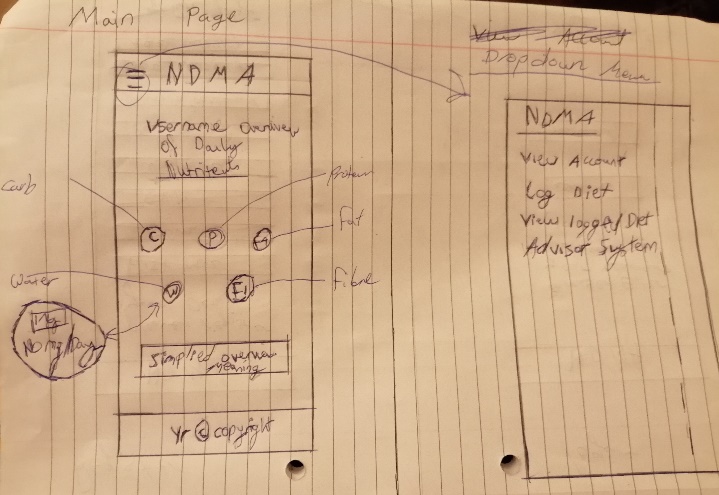
Include a diagram

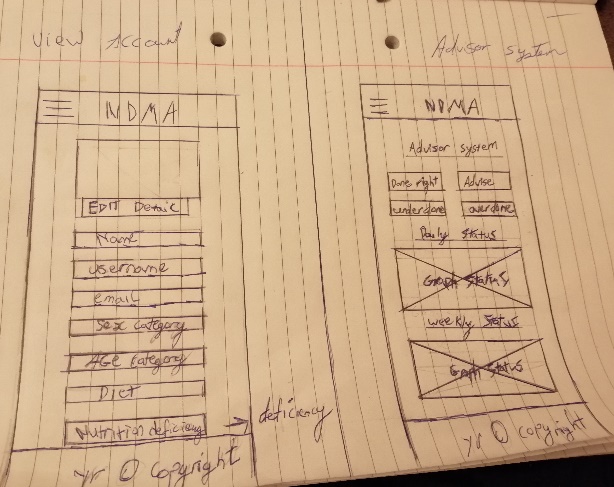
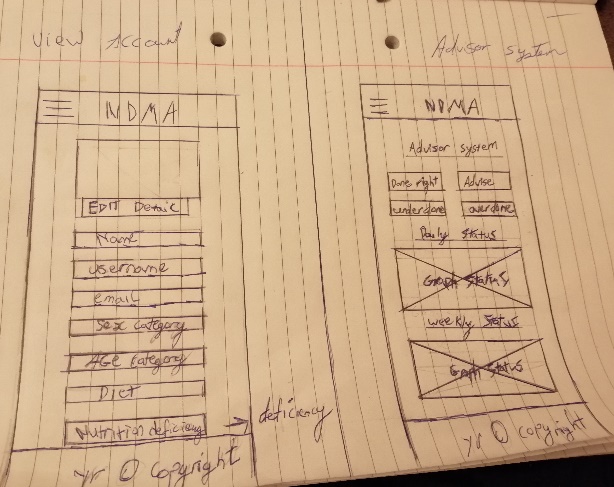
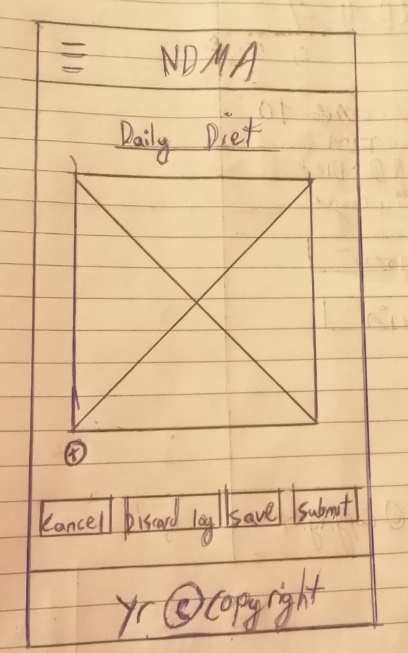
Draw the system as envisioned

## 3.4. Front-End

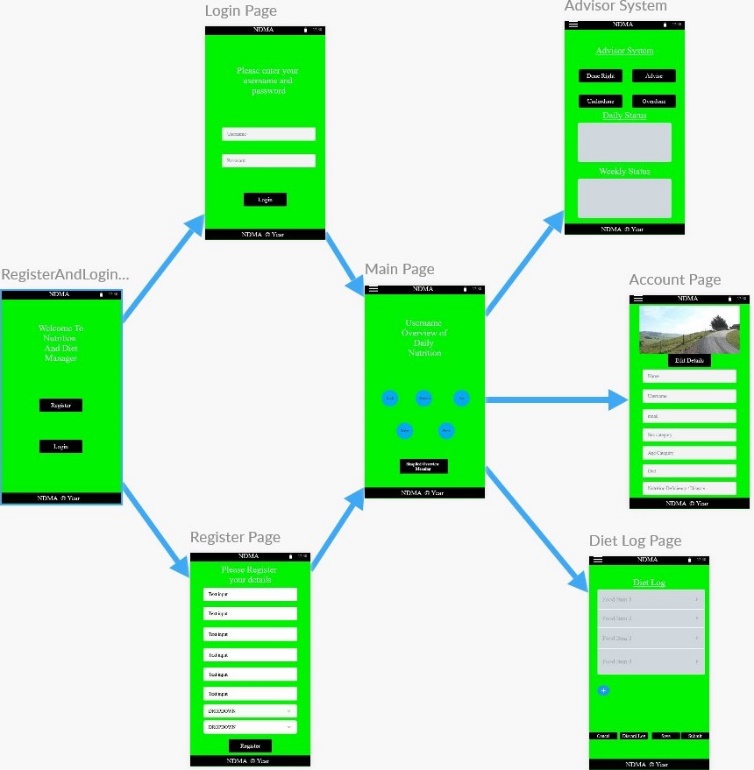
Including screen prototypes and Use Cases

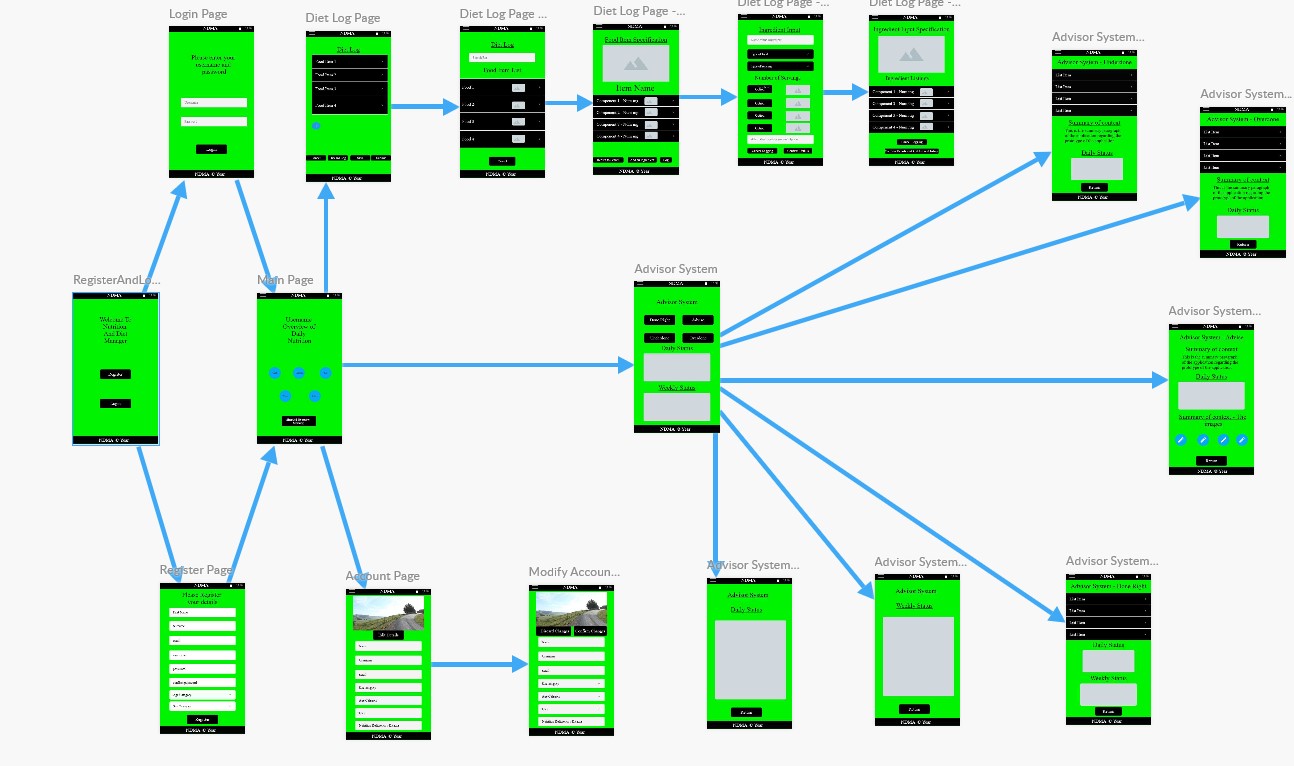
  

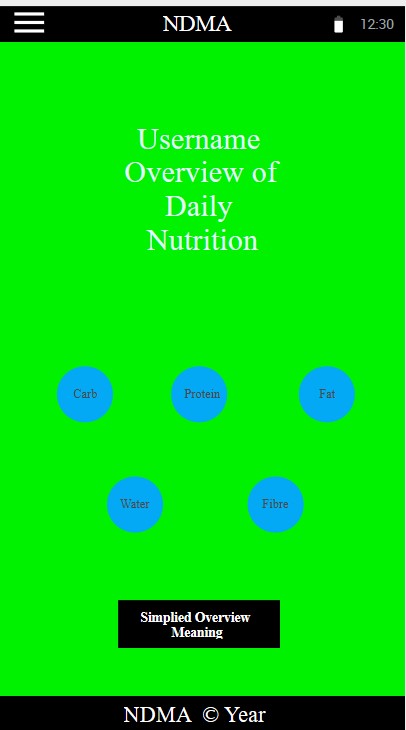
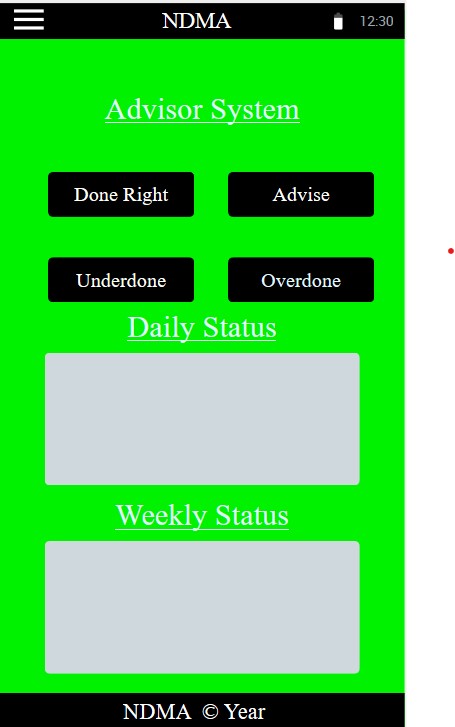


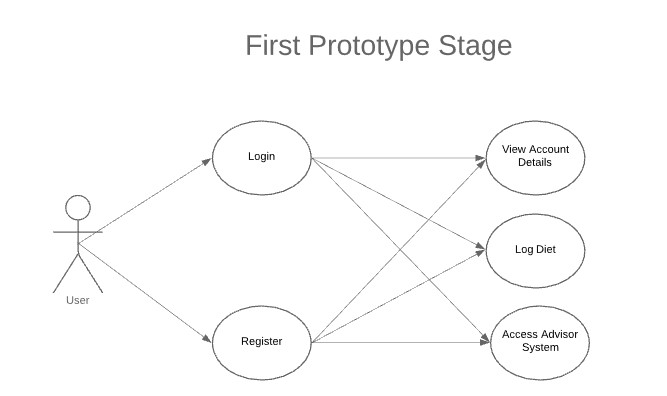
  

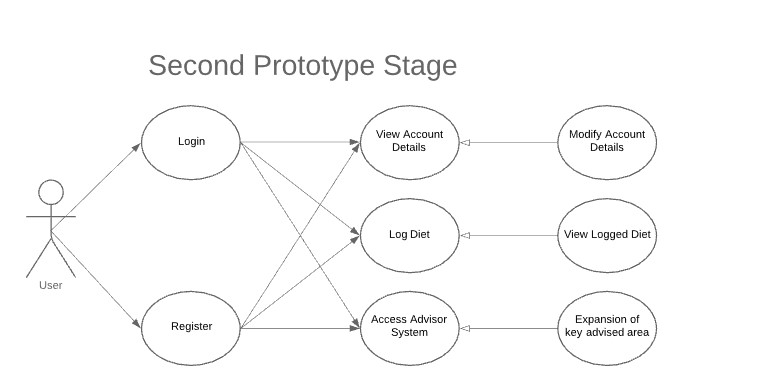


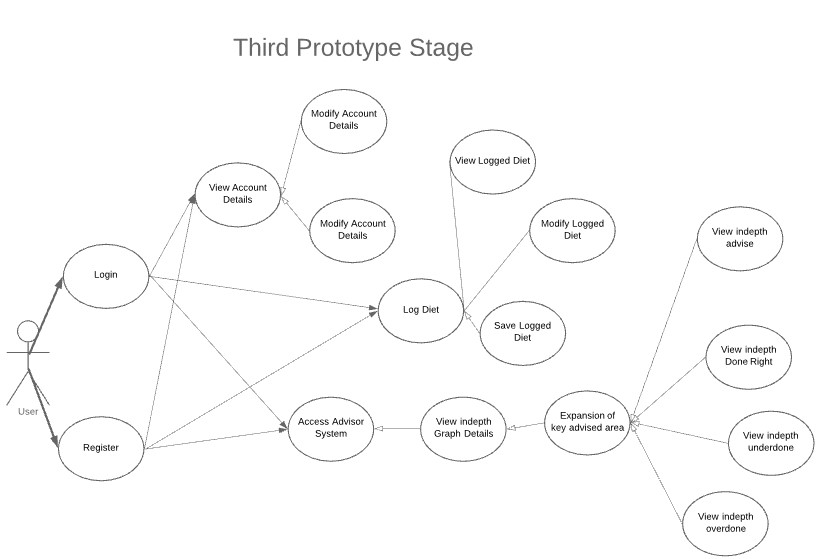




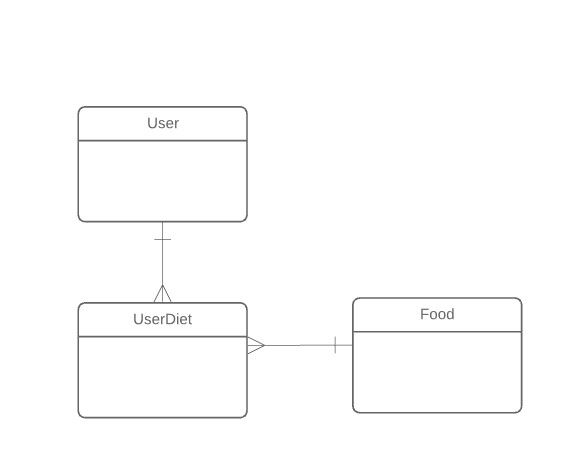


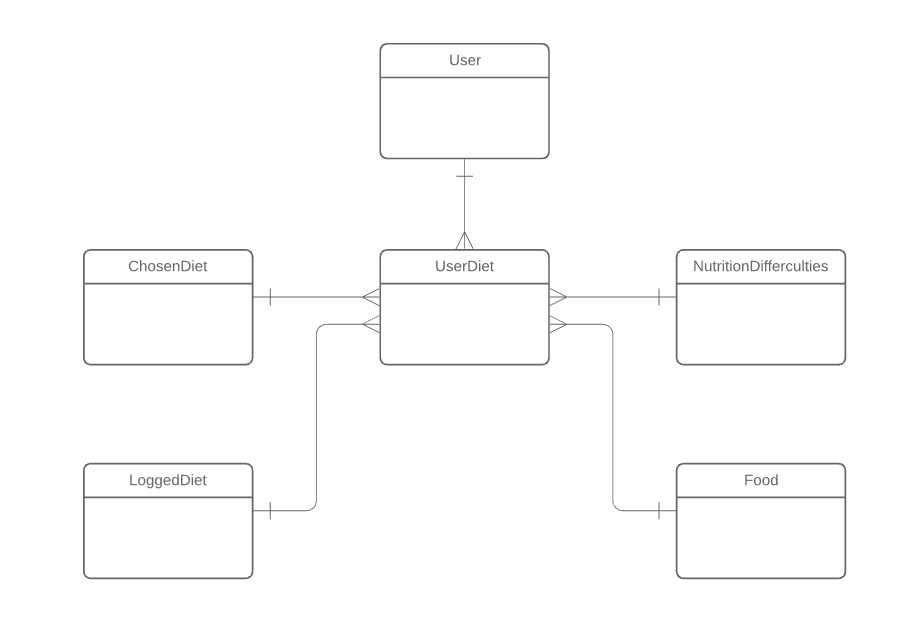


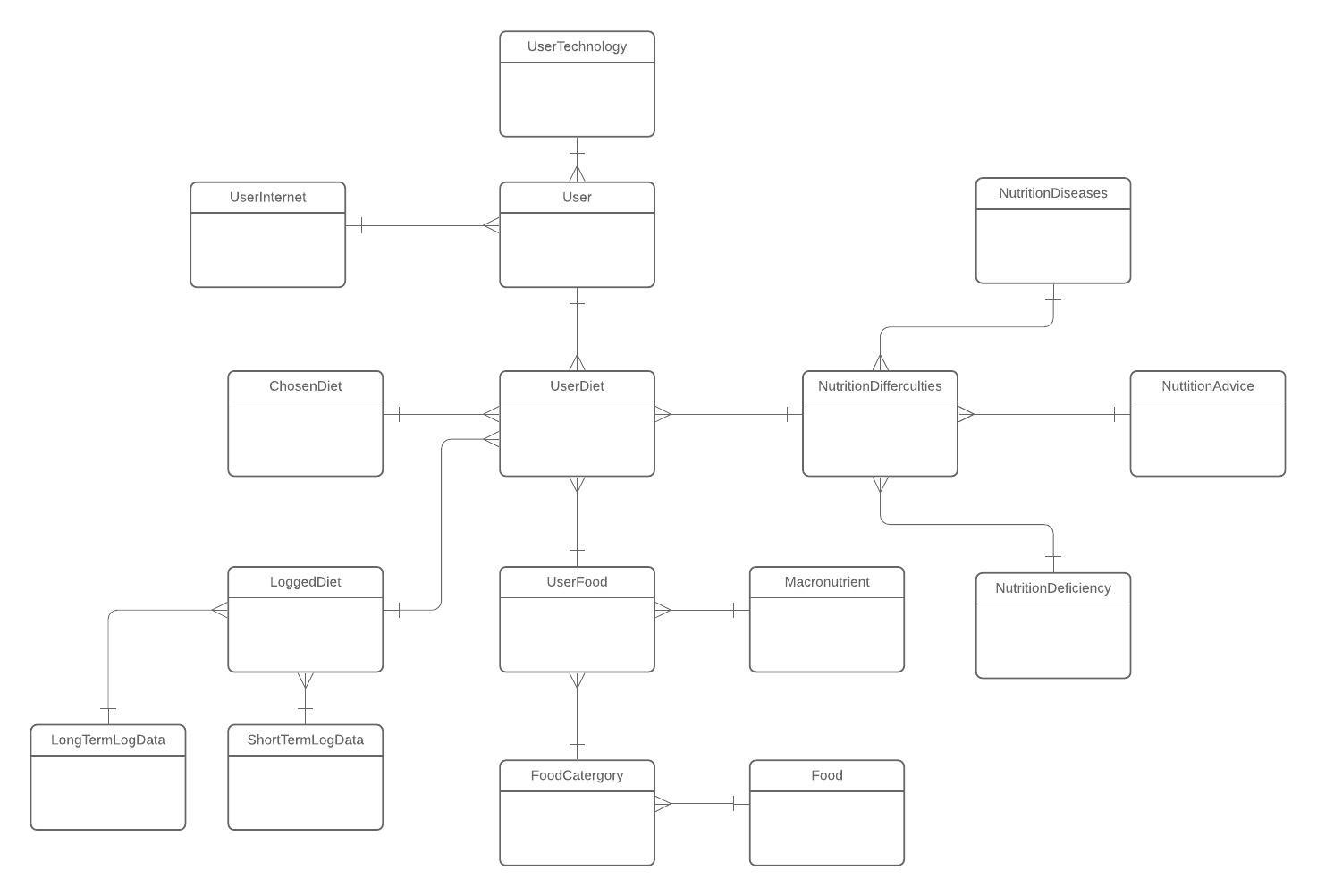


## 3.5. Middle-Tier

## 3.6. Back-End







Maybe class diagrams

## 3.7. Conclusions