The design paradigm that is chosen by our team for our prototype of Project 3 is the Object-Oriented Design Paradigm because it shows the components as classes, objects, methods, and attributes. They are the most important building blocks of this design paradigm. Our team is currently using Python that is considered as one of the object-oriented design paradigm’s languages. We have chosen this design paradigm and its language because Python is very simple and useful for our projects. You can create simple classes, objects, and methods with very short lines of code on the Python files and add packages that support the Python classes. It’s easy for people to read the program since short line explain the code easily. Also, it supports Inheritance and Polymorphism that are useful for classes in this project. The benefits of the object-oriented design paradigm are that it replicates complex structures as simple and reusable structures, can be used for many programs, allows for class-related concepts, shows errors that allow our team to fix them, and is very easy to debug and edit the code. Classes frequently have every applicable information that helps them. This design paradigm is very secure since it protects information through Encapsulation, which is known by internal entities like our team members and hides the program’s internal details of Abstraction to the external entities like other people. Implementing Object-Oriented Design Paradigm allows for great data structures and reusability and saves time simultaneously. Therefore, it’s useful for our team to edit and debut the code and solve errors quickly by this design paradigm.