Evidence for Analysis and Design Unit

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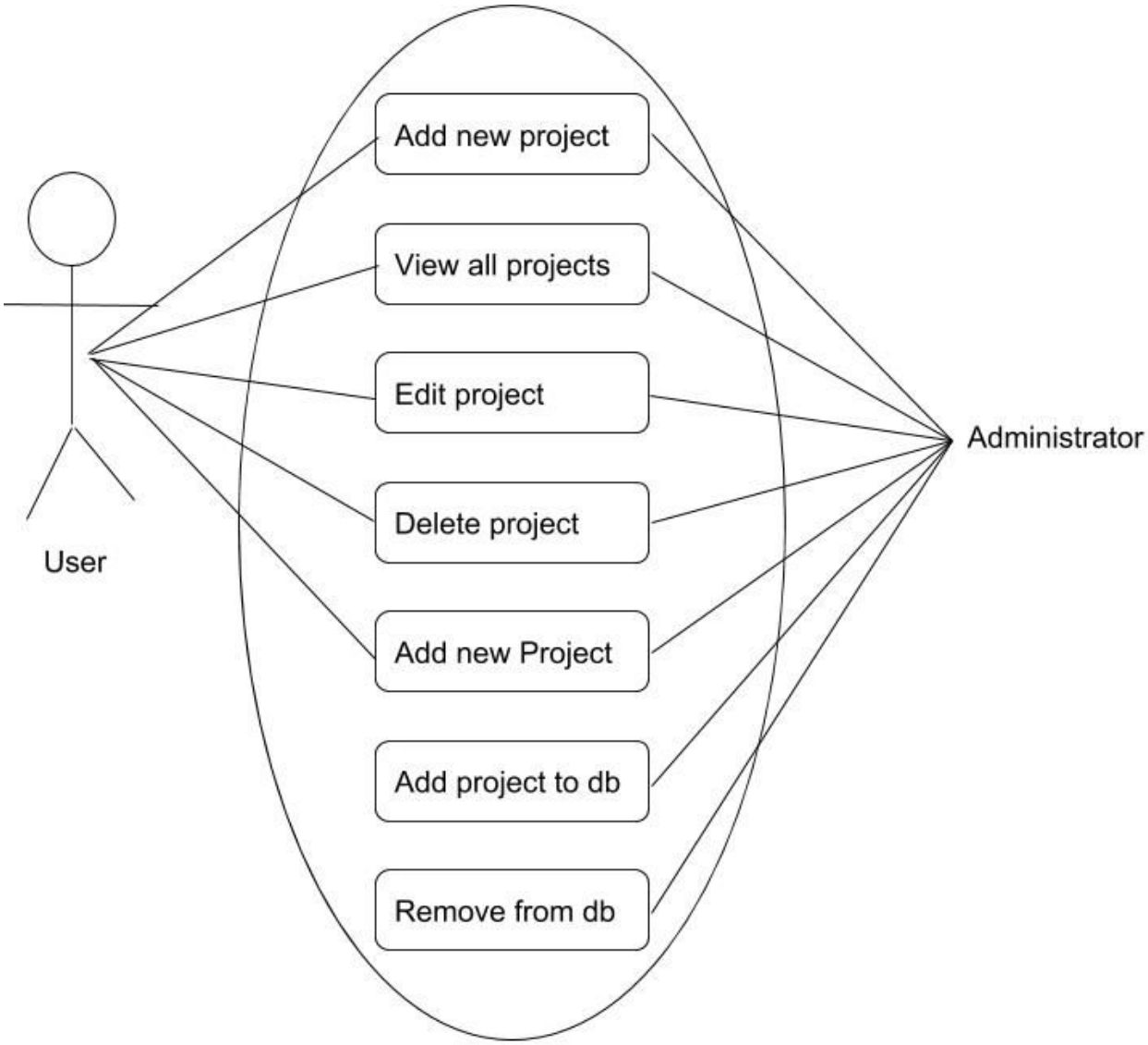
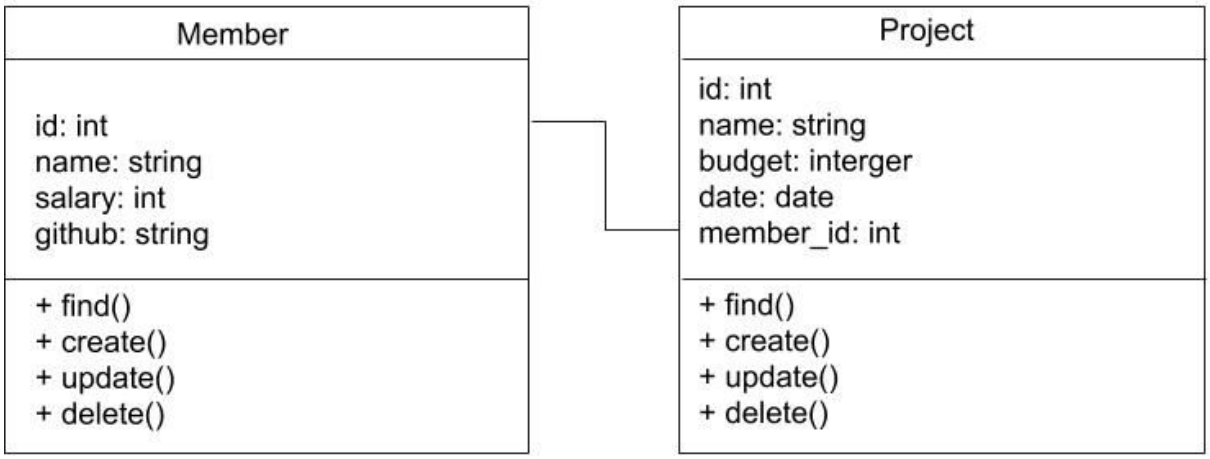
Cohort E20

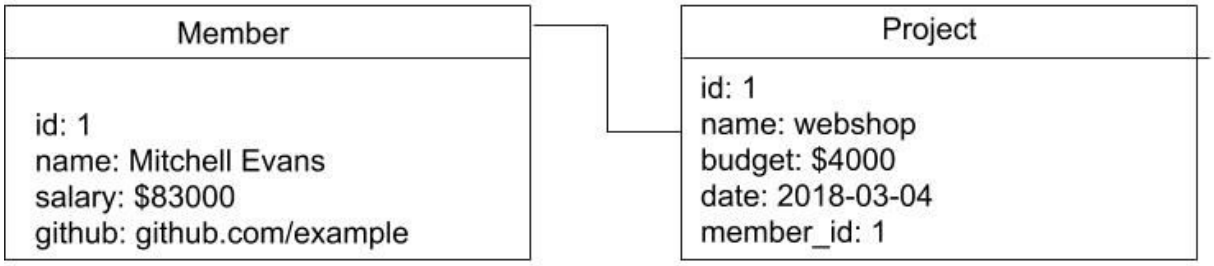
A.D. 1 Use case Diagram



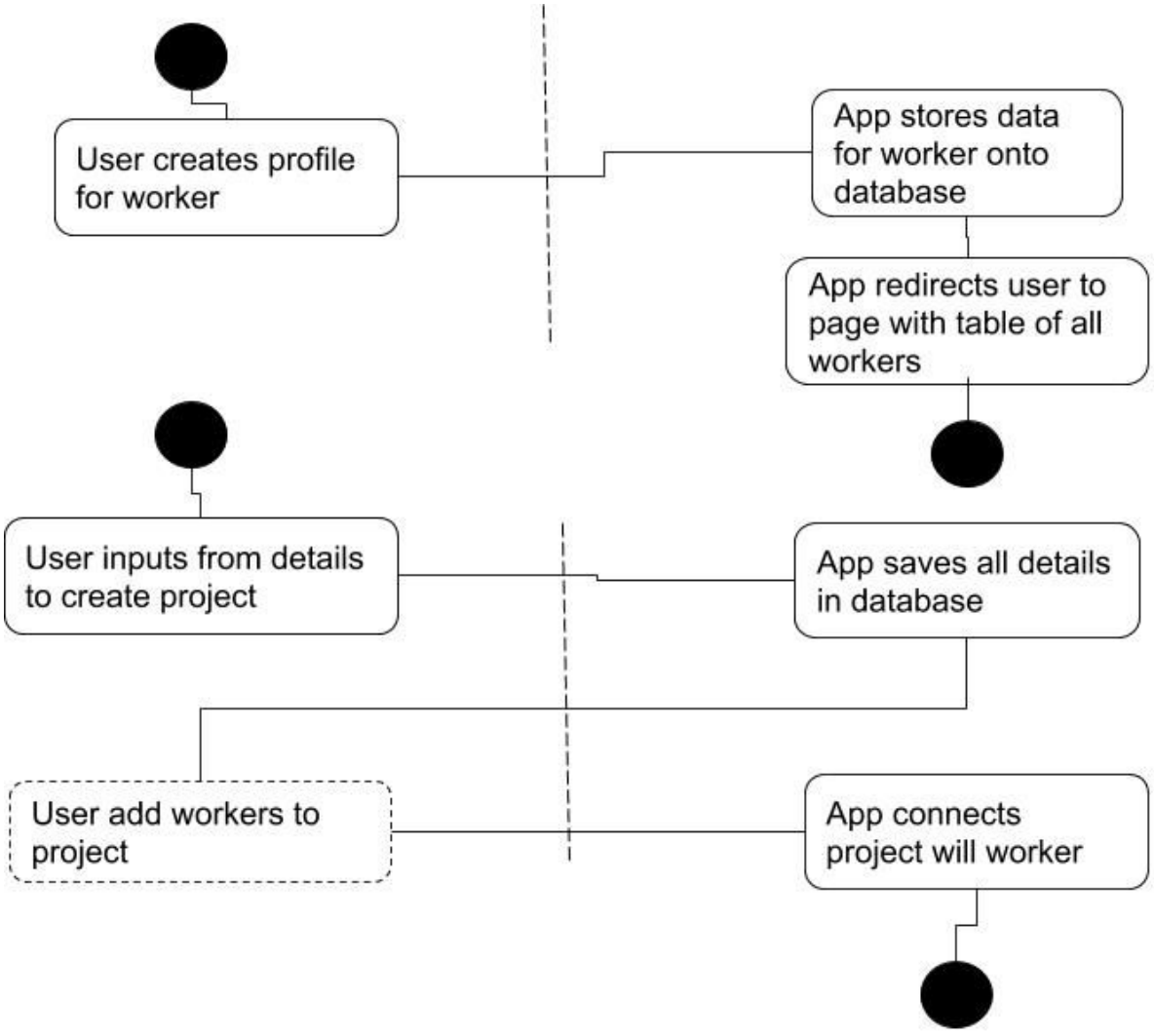
A.D. 2 Class diagram



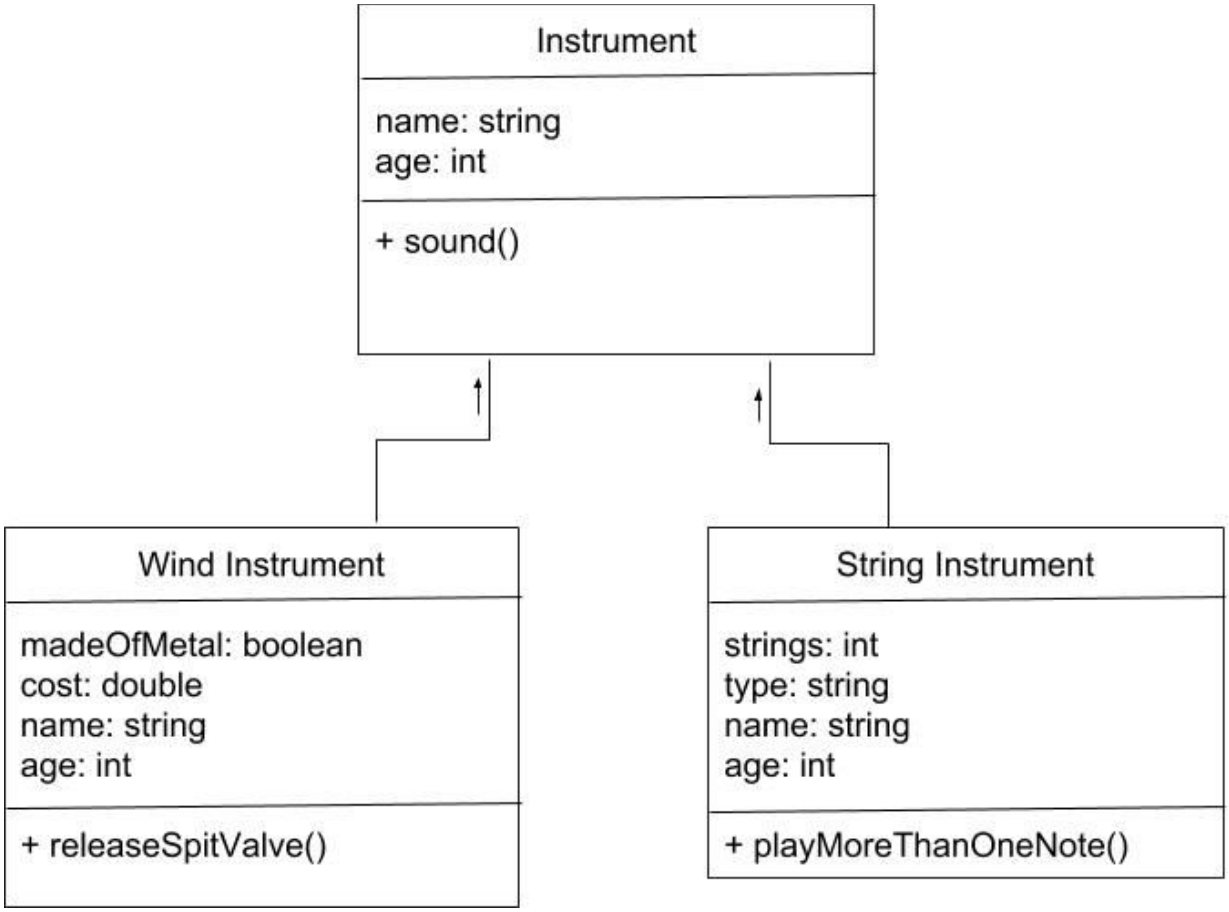
A.D. 3 Object diagram



A.D. 4 Activity diagram



A.D. 5 Inheritance diagram



A.D. 6 Implementations and Constraints

	Constraint and possible effect	Solution
Hardware and software platforms	Development created on older machine with slower processing power. Depending on usage of app, computer could be overloaded	Ensure code is optimized and light. Upgrade app location to stronger hardware such as a server.
Performance requirements	Images and fonts come from external web sources. If the app is not connected to the internet, or if the websites containing the images do not work, the UX will be broken.	Store dependencies locally.
Persistent storage and transactions	All data stored locally with limited storage capacity which could lead to data loss	Place all data in the cloud.
Budgets	No budget provided, with no access to paid services or tools for development	Use open source solutions and free services available online
Time	The time available for planning and development is only one week	If possible, extend deadline, otherwise reduce advanced features to focus on MVP