

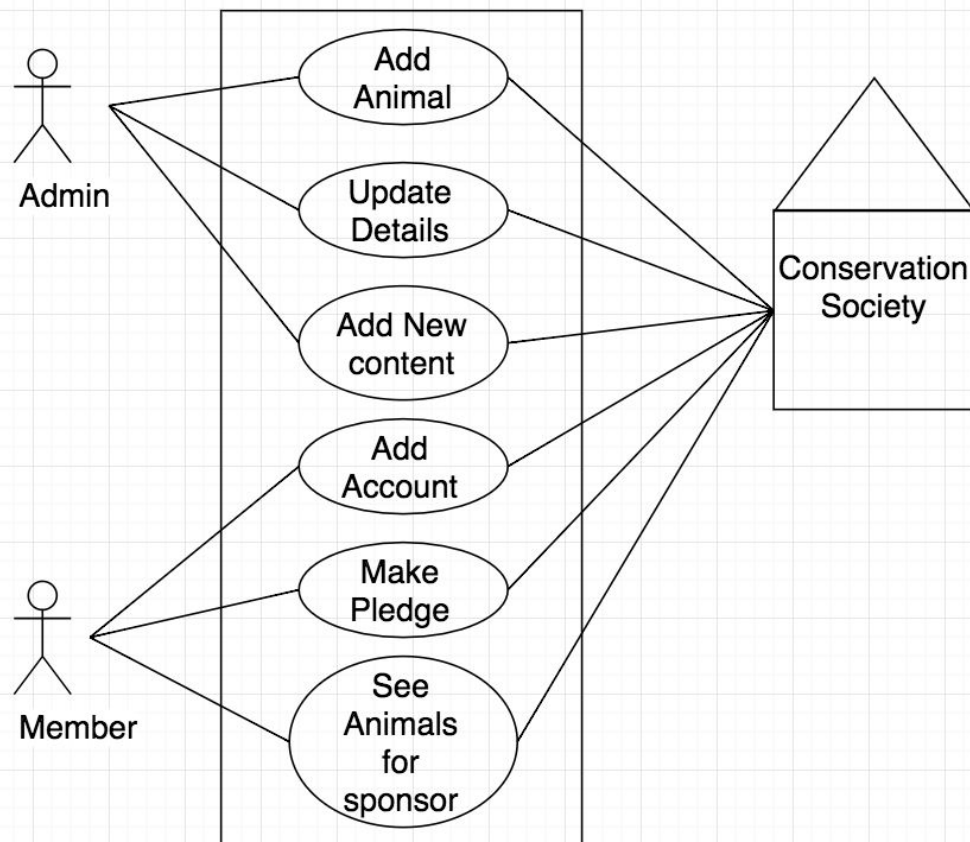
## Evidence for Analysis and Design Unit

Name: Benjamin R Conway

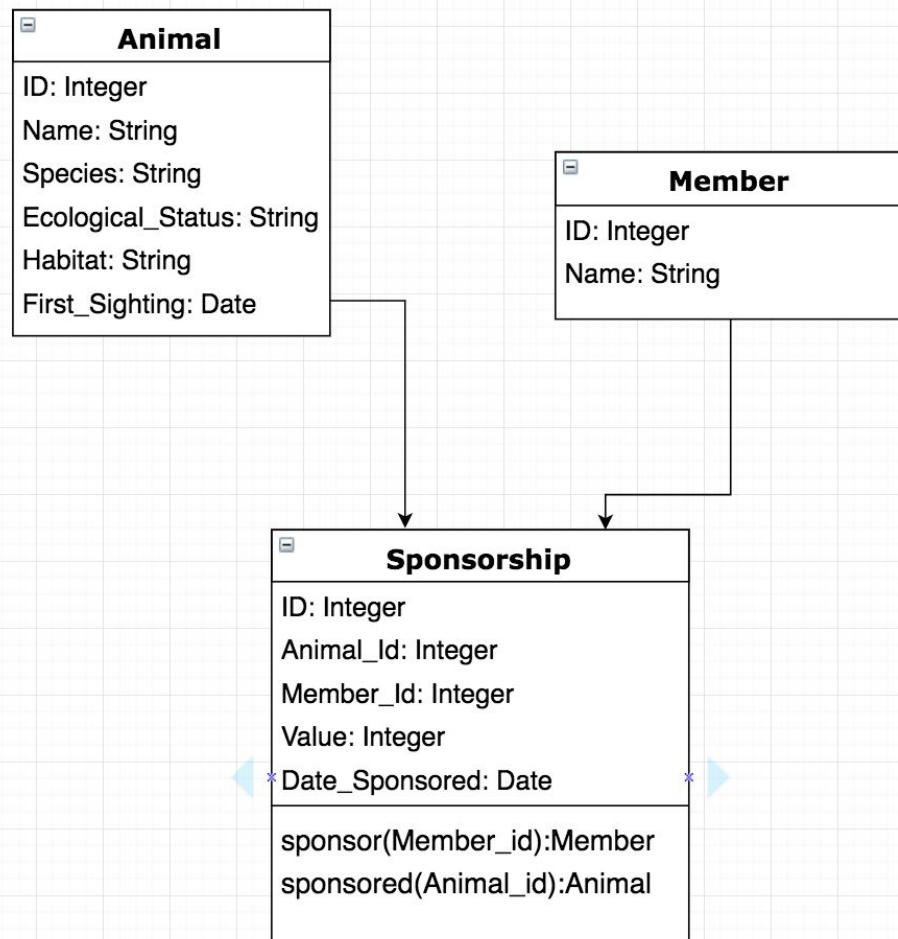
Cohort: E15

Date: 05/10/2017

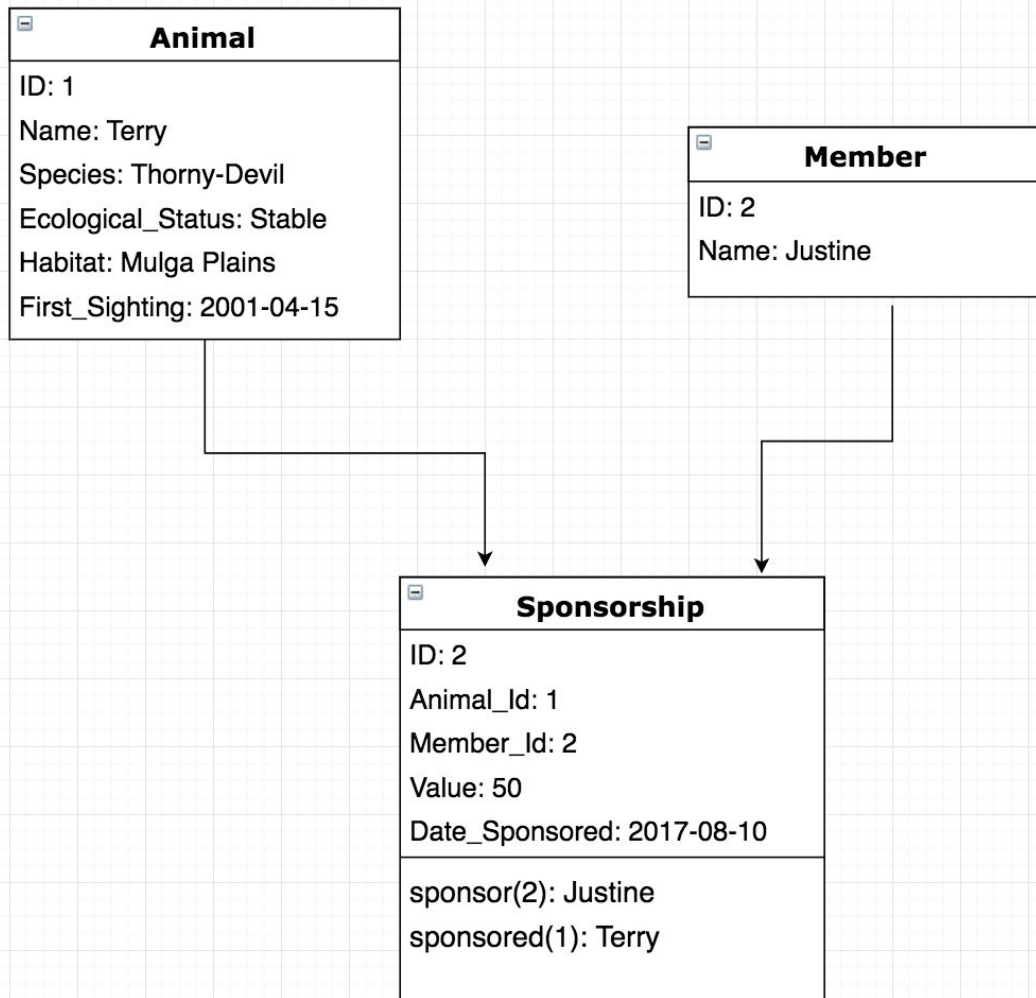
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A.D 1, A Use Case Diagram



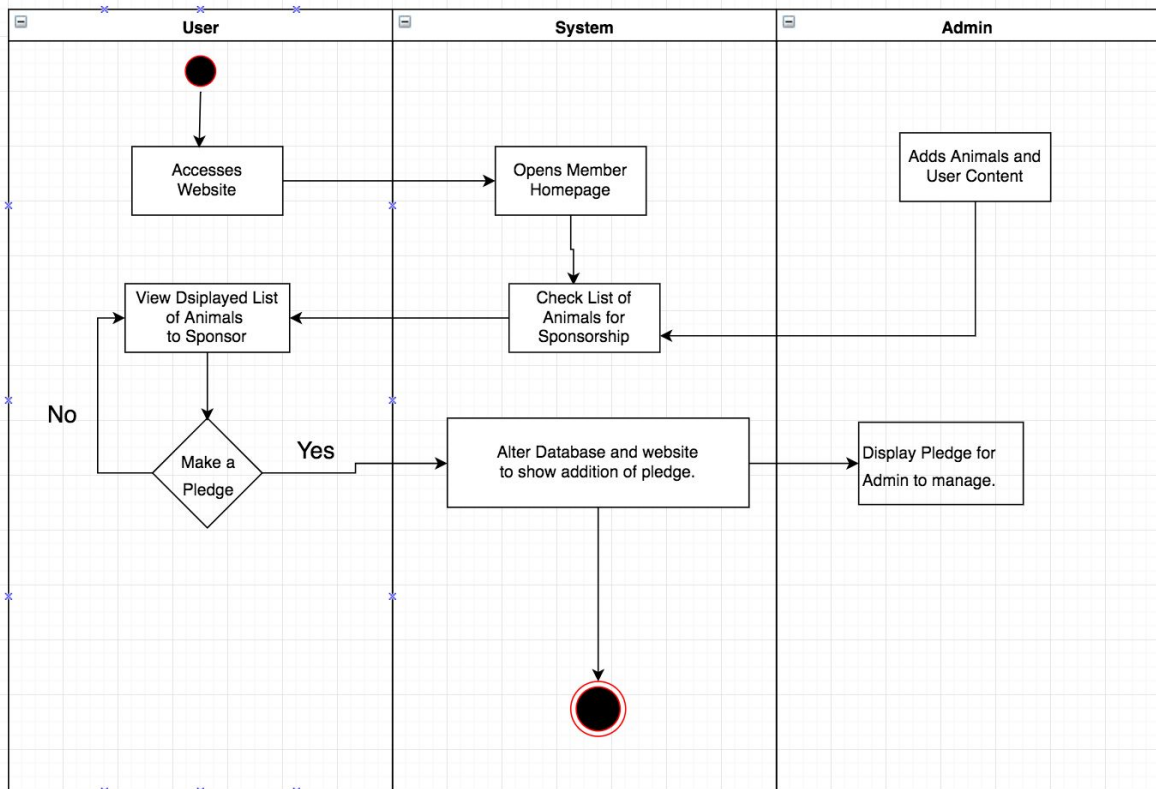
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A.D 2, A Class Diagram



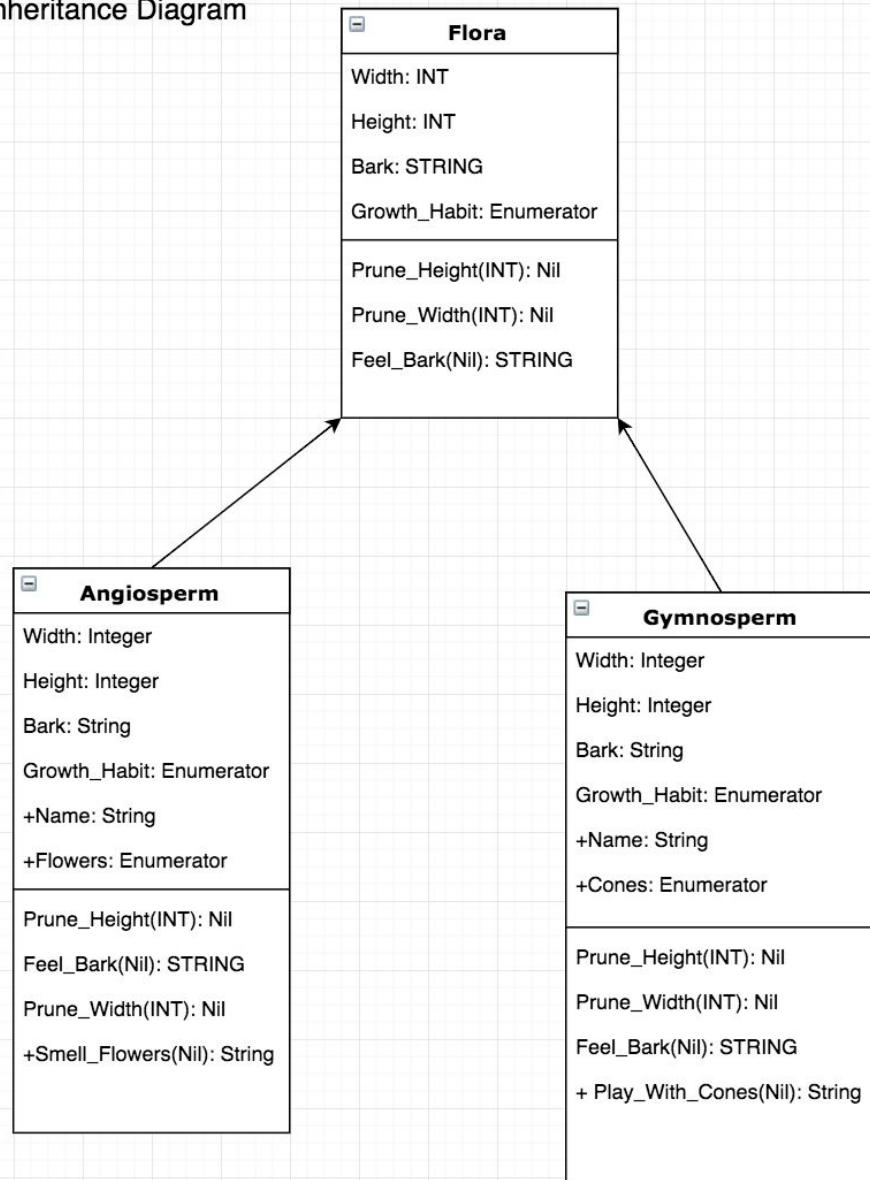
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A.D 3, An Object Diagram



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A.D. 4, An Activity Diagram



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A.D. 5 An Inheritance Diagram



## AD - 6 Implementations Constraints

Constraints	Possible effect of constraint	Solutions
<b>Hardware and software platforms</b>	If content quality is very high, it may load and display poorly on less powerful/capable platforms. This would lead to lowered uptake by users and lowered return from advertising.	Implement automatic and/manual variation of playback to ensure inclusivity.
<b>Performance requirements</b>	If based on servers below specifications, query response time may increase and decrease user levels. Users would be angered by slow down and increase number of them not continuing to use our software.	Reduce weight of website to decrease specifications Increase budget to meet prior performance requirements
<b>Persistent storage and transactions</b>	A constraint on storage could extend into lower than expected uptake of the product. This would in turn result in lower uptake and thus slower return on investment.	Design limited access releases to build anticipation for general access.
<b>Budgets</b>	Lack of budget may see some core functions left out of release. A lack of proper functions would be detrimental to investor and user interest in the product.	Prioritize particular functionality to meet budget requirements.
<b>Time</b>	Time constraints may yield a much less styled end result. An uglier product would see much lower uptake.	Define unique basic style for ease of use until it can be refreshed.