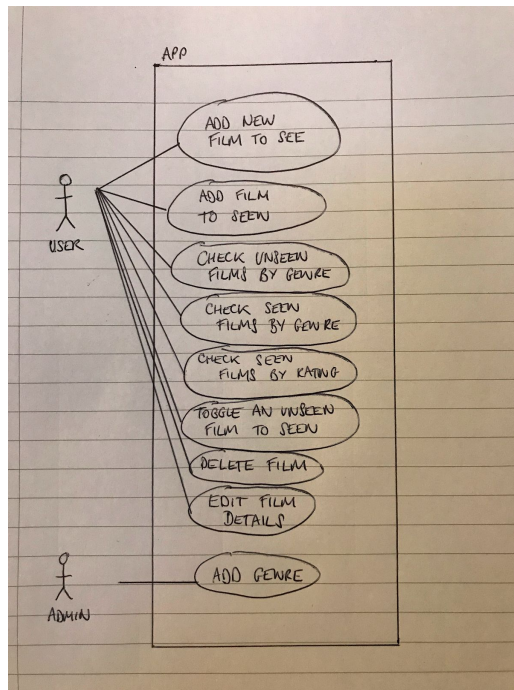


Evidence for Analysis and Design Unit

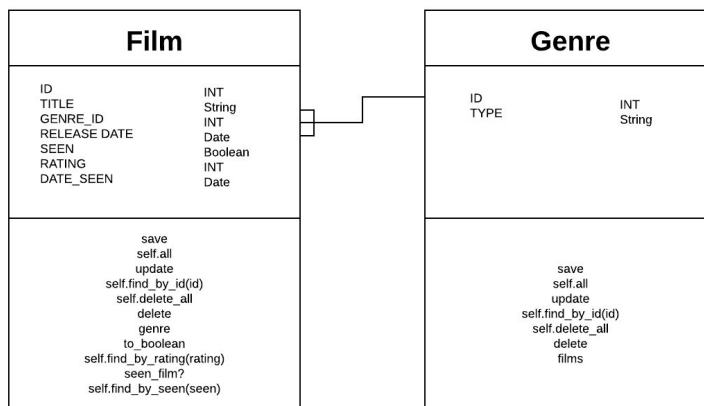
Catriona Meriel

E17

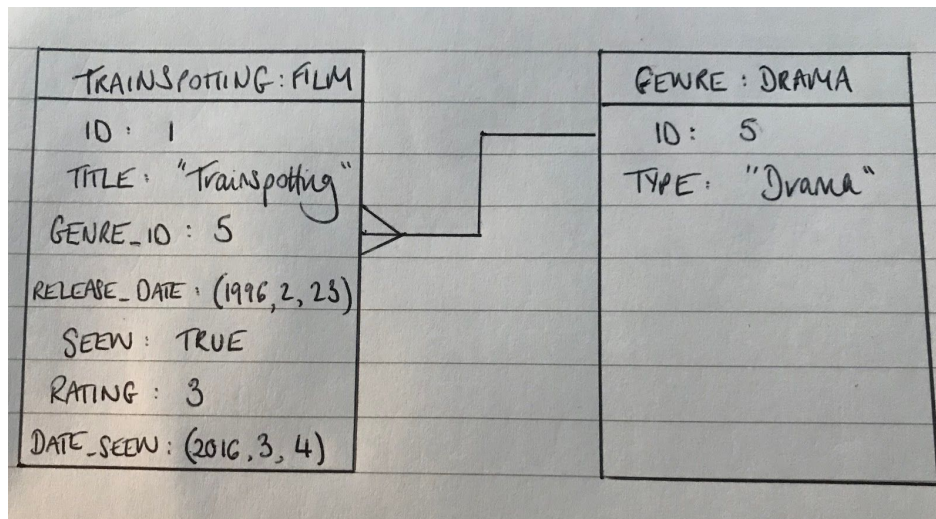
A.D 1 - Use Case Diagram



A.D 2 - Class Diagram

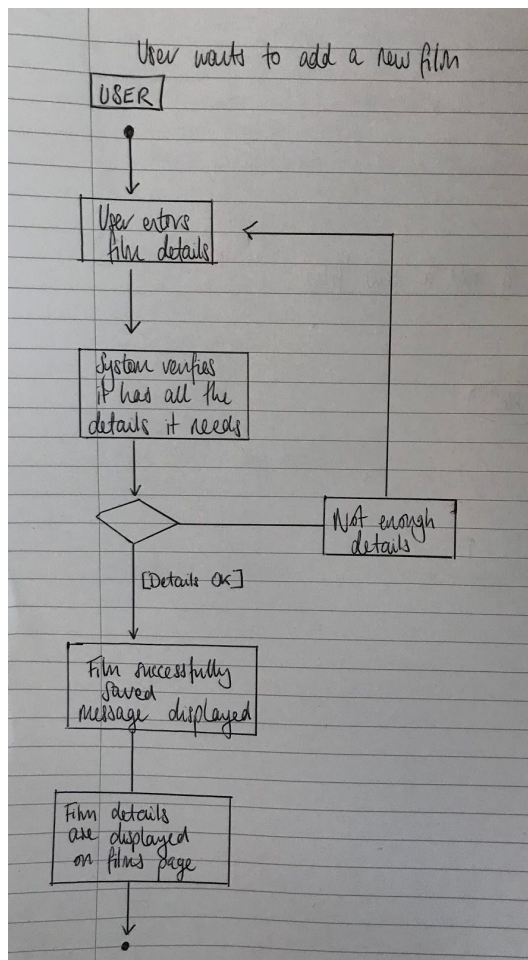


A.D 3 - Object Diagram



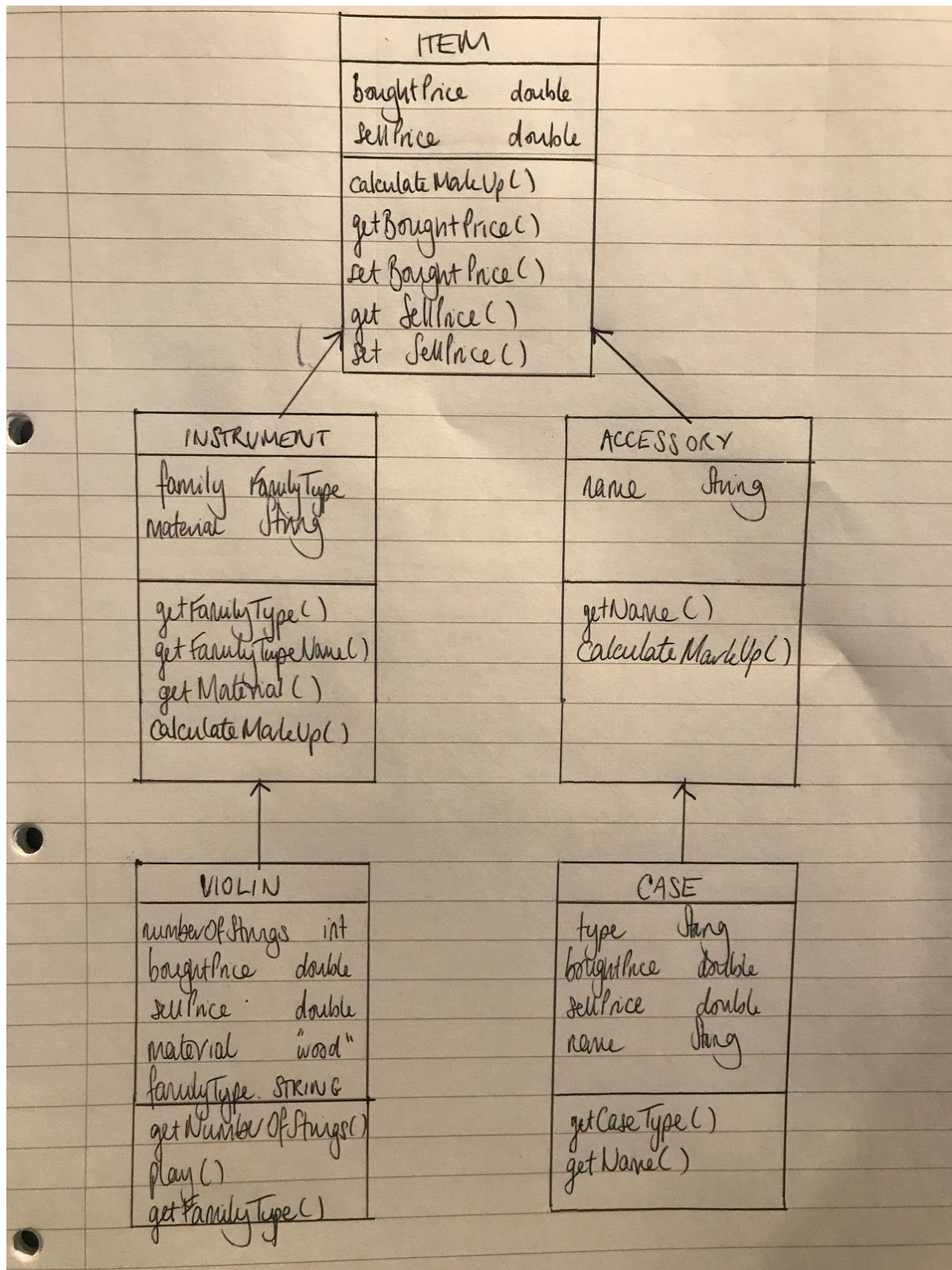
An instance of classes film and genre as shown in the class diagram above

A.D 4 - Activity Diagram



Adding a new film to the app

A.D 5 - Inheritance Diagram



A.D 6 - Implementation Constraints

TOPIC	POSSIBLE EFFECT OF CONSTRAINT ON PRODUCT	SOLUTION
HARDWARE AND SOFTWARE PLATFORMS	The app is currently not optimised for mobile which means that the app could only be used on desktops. This is a problem as it means that phone users are less likely to use the app and so we may lose customers.	Create a simple responsive design that works well for both platforms. Do extensive testing on all mobile devices and desktops.
PERFORMANCE REQUIREMENTS	The app is currently not image heavy however the future plans for the app involves high resolution movie posters which may slow down the app significantly.	Compress the images so that they stay as high quality but without slowing the page down.
PERSISTENT STORAGE AND TRANSACTIONS	Currently using local storage which will persist data but will not store as much as we need. The app will be continually added to and updated which will slow down the user's system. This might mean that they stop using the system to save space.	Use an SQL database using Postgres instead of local storage which will mean more data can be easily stored.
USABILITY	The app is currently not optimised for the visually impaired which means that we are not reaching our full target audience and won't have as many users as we need.	Make larger buttons that are more contrasting.
BUDGETS	The budget to create the rollout of the app is very limited and we cannot overstretch. This means that we cannot hire as many developers and designers as we'd like.	Create a detailed budget plan, to assess how many developers we can employ. Continually reassess the project to make sure we're on target and descope if needed. Hire developers that are also skilled in UX and design in order to cut down the number of people needed.
TIME LIMITATIONS	Only have a very limited amount of time to produce a working app as we need to get ahead of competitors. This could mean that the app might need to be released without as many features as we'd like.	Do short sprints that create usable functionality that can be tested as the next sprint begins. Stick to schedule by creating Kanban and MoSCoW boards, descope if necessary.