| Constraint | Specification | Affect |
|---|---|---|
| Hardware | Made with Java and Android Studio using SDK API 16 | Will only run on Android devices using Android 4.1(Jelly Bean or above) |
| Persistent Storage & Transactions | Persistence may be implemented in the form of saved preferences. 2 - 6 storage transactions may be used if persistence is implemented. | No external memory is needed to run this program. Memory usage is minimal. |
|  |  |  |
| Usability | Game logic should be implemented but interface logic may be limited (see time constraint). | This may significantly reduce usability at the deadline. The project may be unusable at the deadline. |
| Budgets | £0.00 | No test devices or software can be bought. Sublime, Visual Paradigm & Android Studio will be used as free access is available. |
| Time | 1 week | Will have functional card game but may limit completion of UI to partial completion |