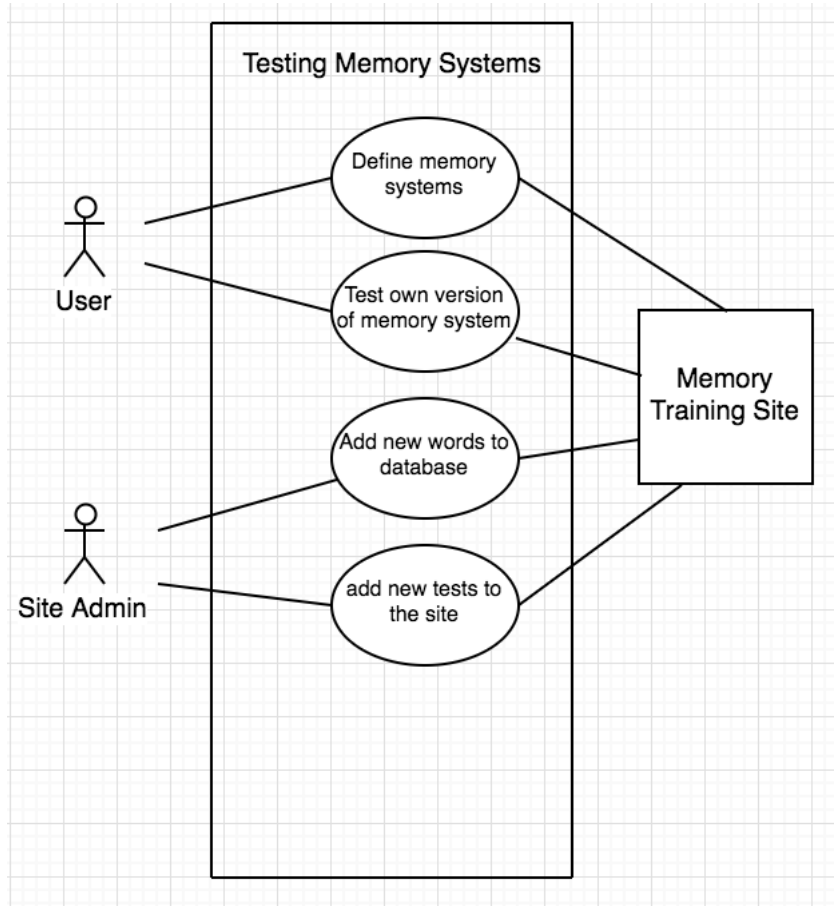


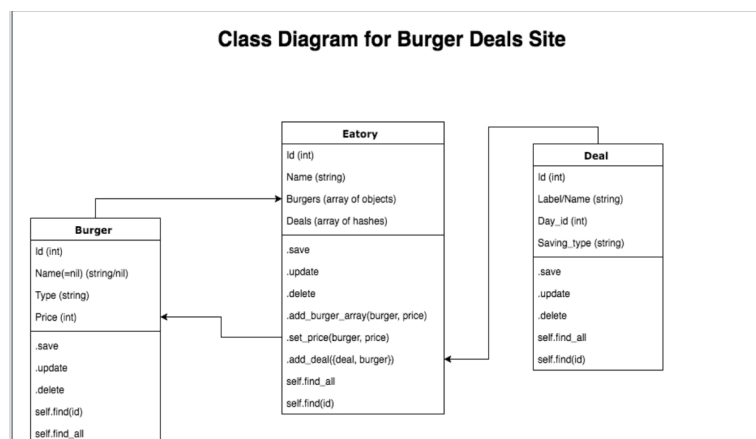
## Analysis & Design Unit (PDA)

Douglas Sangster  
Cohort E18

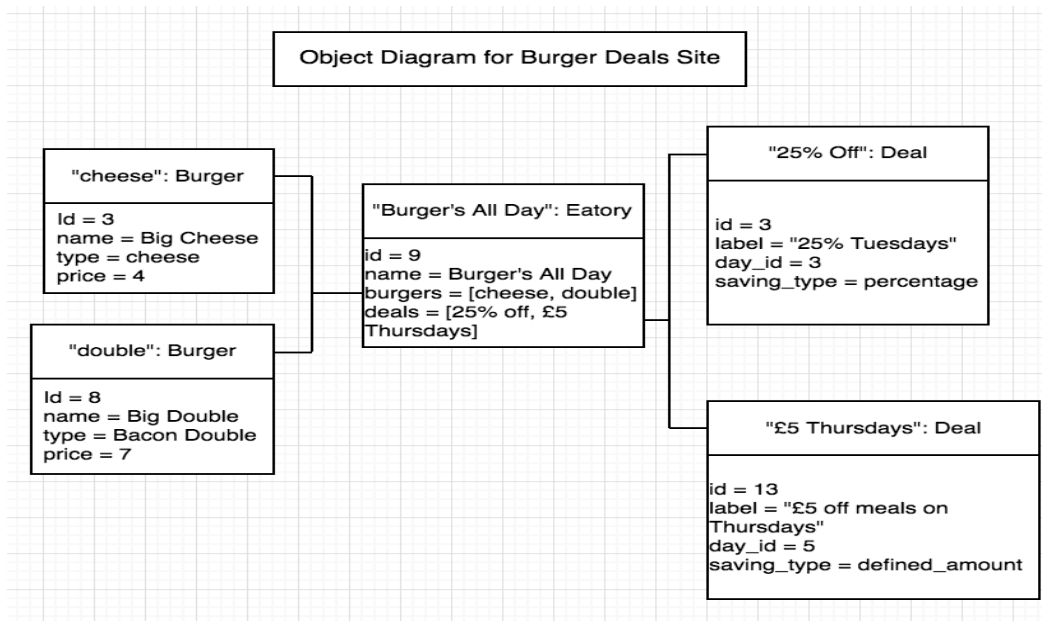
- A.D. 1 – Use Case Diagram



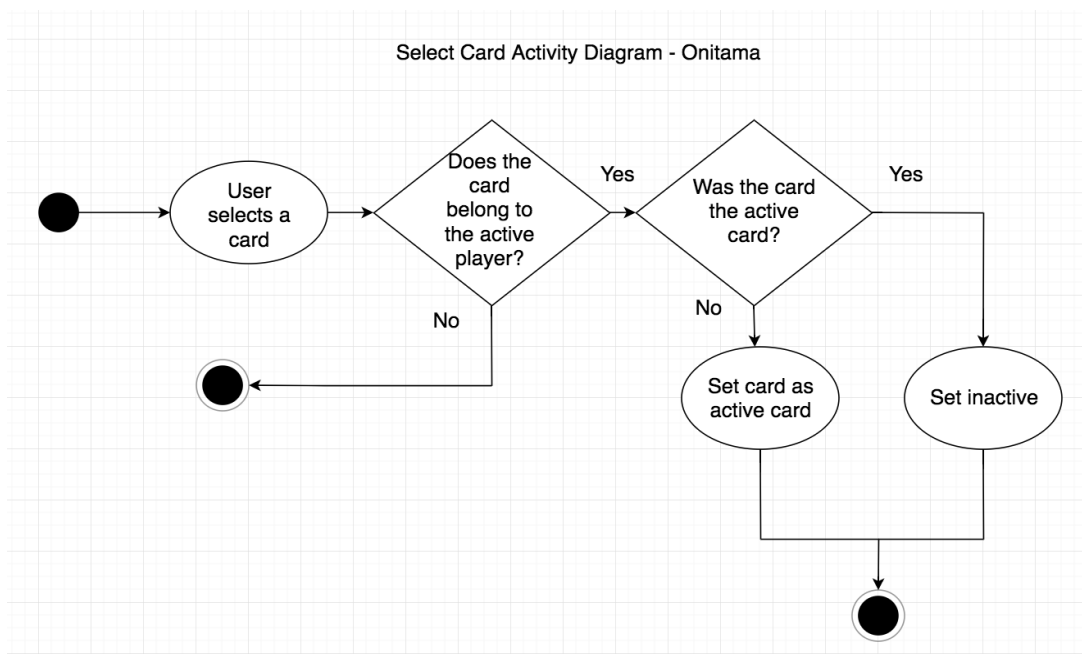
- A.D. 2 – Class Diagram



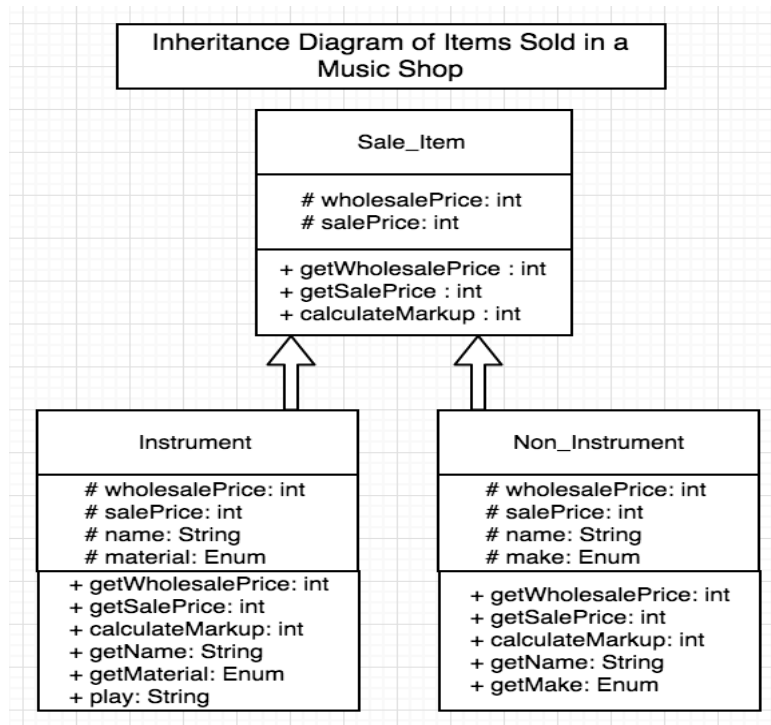
- A.D. 3 – Object Diagram



- A.D. 4 – Activity Diagram



- A.D. 5 -



- A.D. 6 -

#### For Onitama – Android App

Topic	Possible Effect of Constraint on Product	Solution
Hardware & software platforms	Different screen sizes can lead to view presented not appearing as desired on user handsets	Built views using relative size units, and test in different emulators to judge success.
Performance requirements	Different handset models have a greater or lesser ability to speedily handle the requests the app makes	Design with the oldest targetted model as a baseline, and use good practise in threading to aid performance on all models.
Persistent storage and transactions	Storing and retrieving app information, without interfering with the user experience	Implement a database that is called to on its own thread, so as to not block the main UI thread.
Usability	On smaller phones the UI may be too small due to the number of elements needing to be shown	Adding in the ability to zoom in on important features could help address this issue.
Budgets	A live server to handle multiplayer games would cost more than is available to run continuously	Design product for pass-and-play/hotseat multiplayer, could look into free hosting and its limitations for implementing an online multiplayer experience.
Time limitations	The week time-limit could prevent all desired technologies from being implemented.	Can save some time by using SharedPreferences on a users phone to store data, without having to research databases and their implementation in Android. Still able to provide the same functionality to the user.