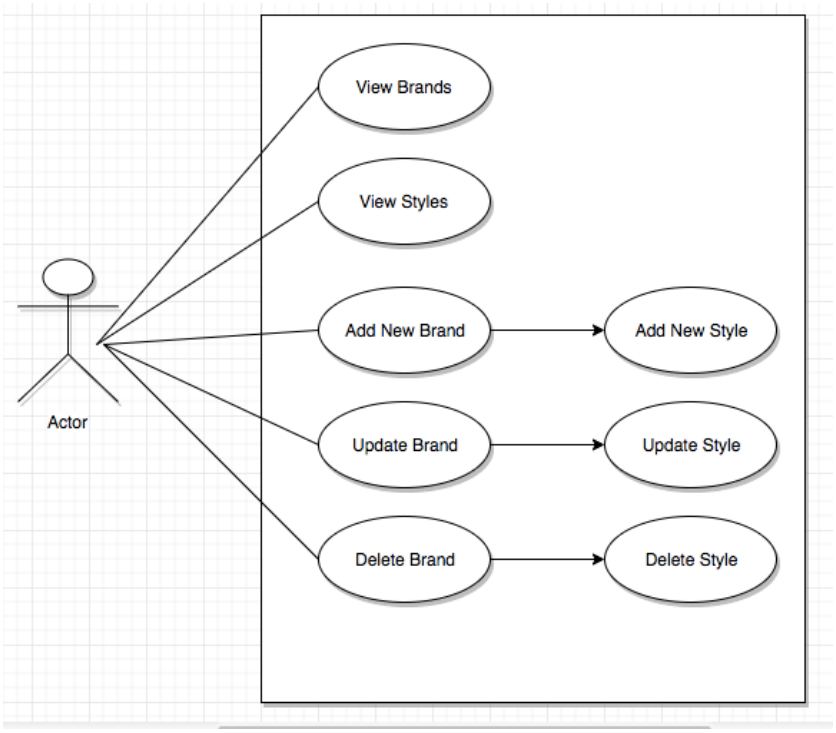
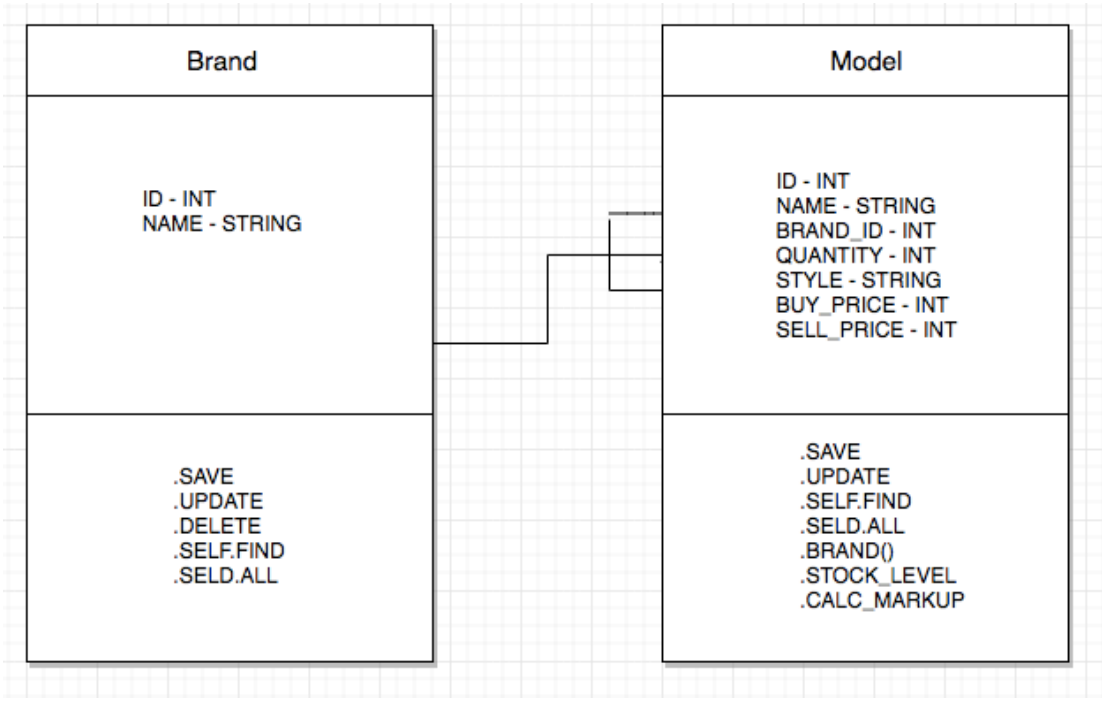
Evidence for Analysis and Design Unit.

Fraser Brown: Cohort E17

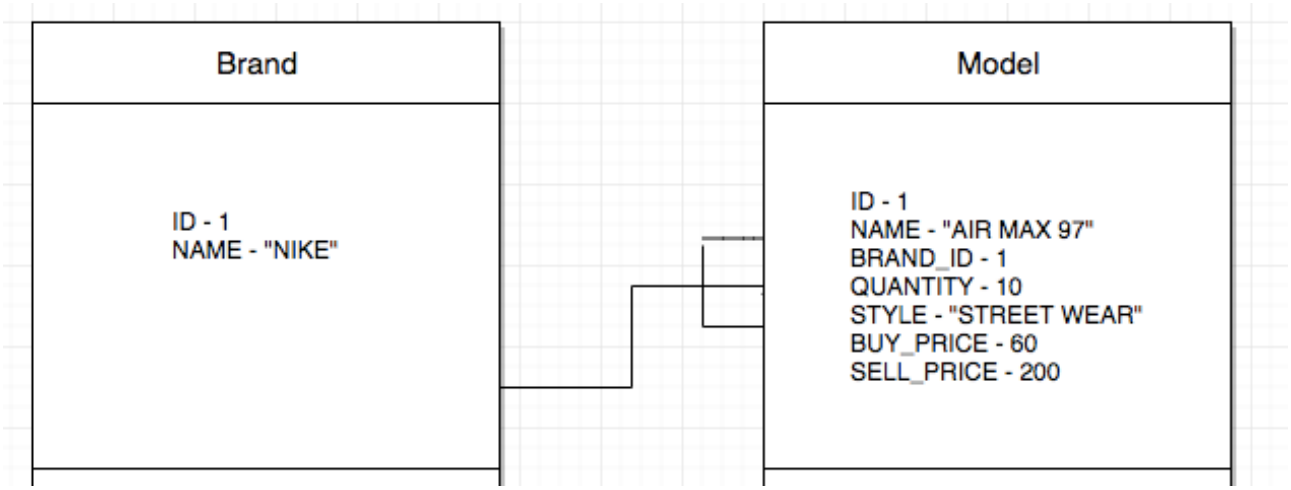
A.D.1 Use case Diagram



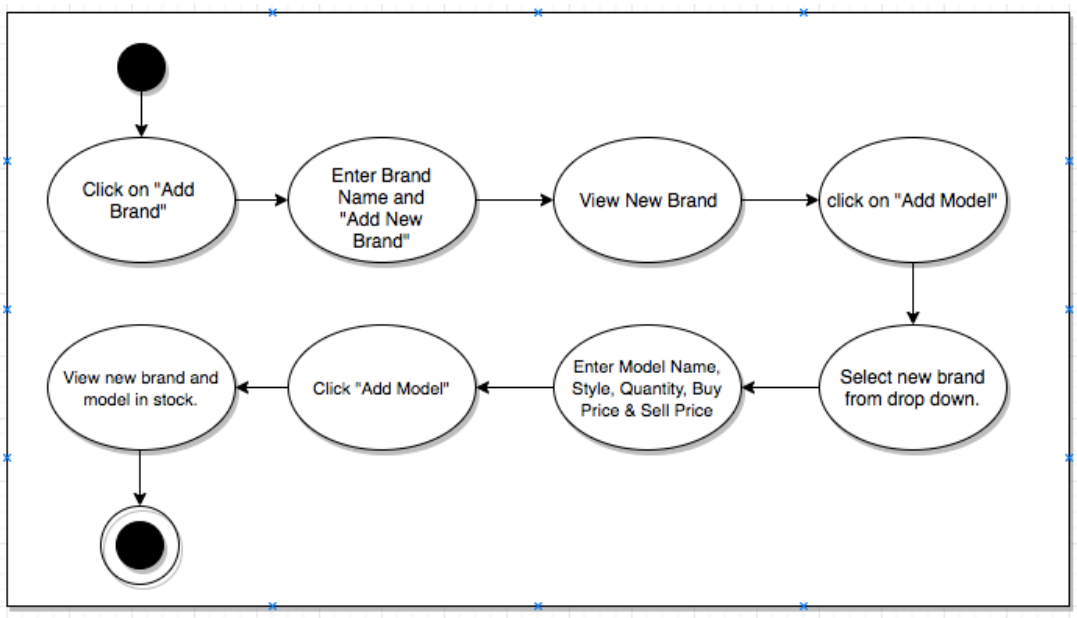
A.D.2 Class diagram



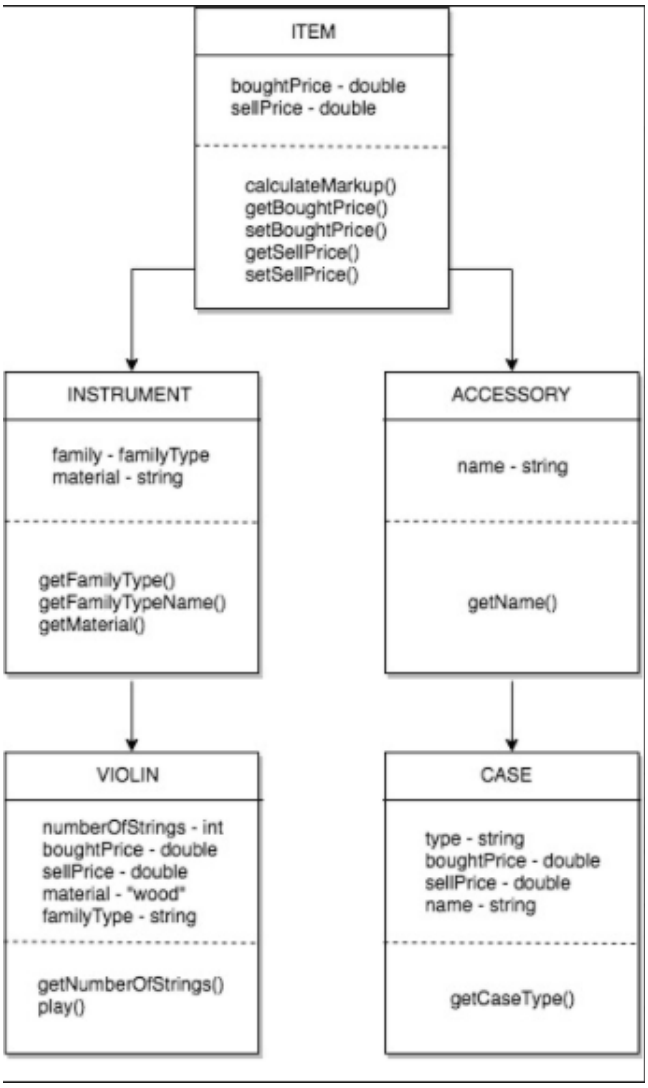
A.D.3 Object diagram



A.D.4 Activity diagram



A.D.5 Inheritance diagram



A.D.6 Implementations Constraints

	Constraint and possible effect	Solution
Hardware and software platforms	The app only displays correctly in the browser, which restricts mobile users from seeing content, which would limit the number of customers.	Use a responsive design and use correct CSS formatting.
Performance requirements	A poor WIFI connection will make the connection run slow, as the apps database is held remotely. Which would limit the number of customers using the app on the go.	Using a local database in JSON object to speed up the data.

Persistent storage and transactions	HD Videos and Images were used and the app relies on them heavily. This might stop customers buying the app that don't support HD videos.	Videos were changed to mov files and images to .svg to keep the size down.
Budgets	No budget used.	Project created while at CodeClan
Time	Due to the short time frame of one week, some features were left out of the app.	Extensions were added after the presentation.
Usability	User needs to be able to quickly recognise and log a transaction, as if they cannot find the correct way to input data then they will stop using the app	Different button size and colour for "add transaction". Large font and clear spacing on input data page.