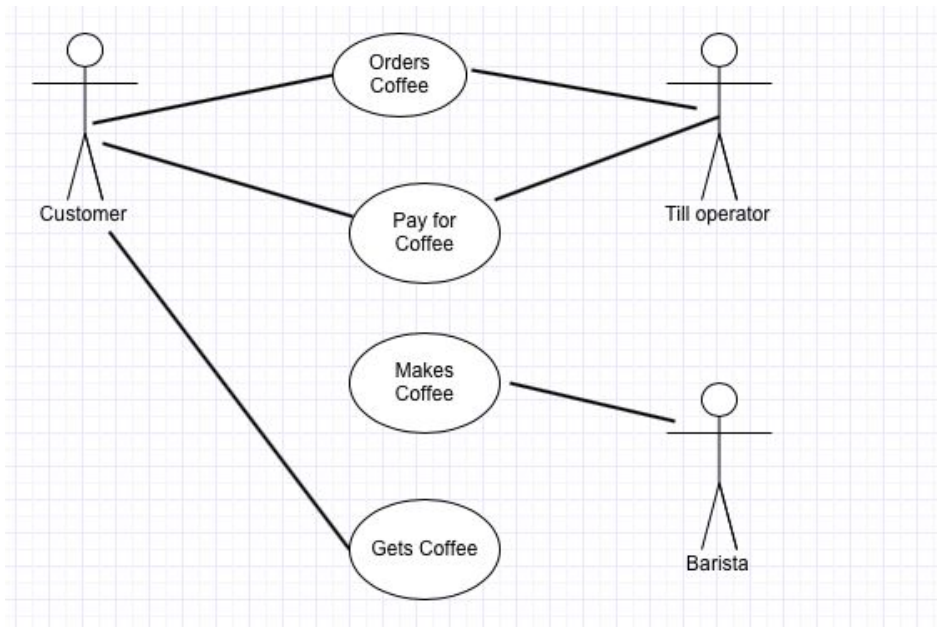


Evidence for Analysis and Design Unit.

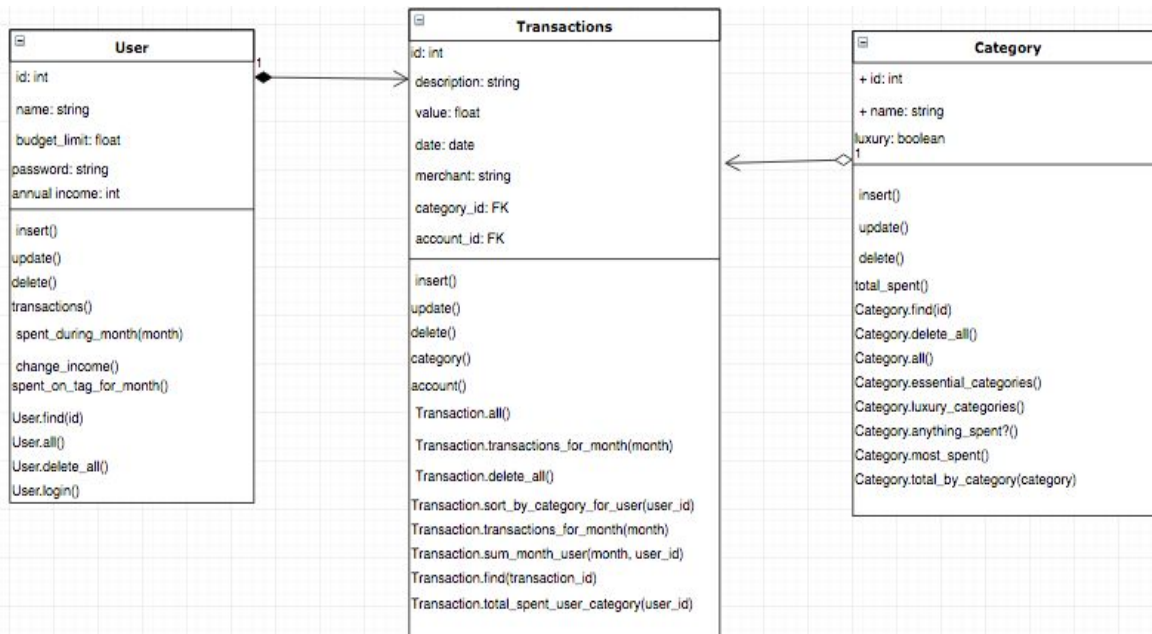
Amy Morrison

Cohort 18

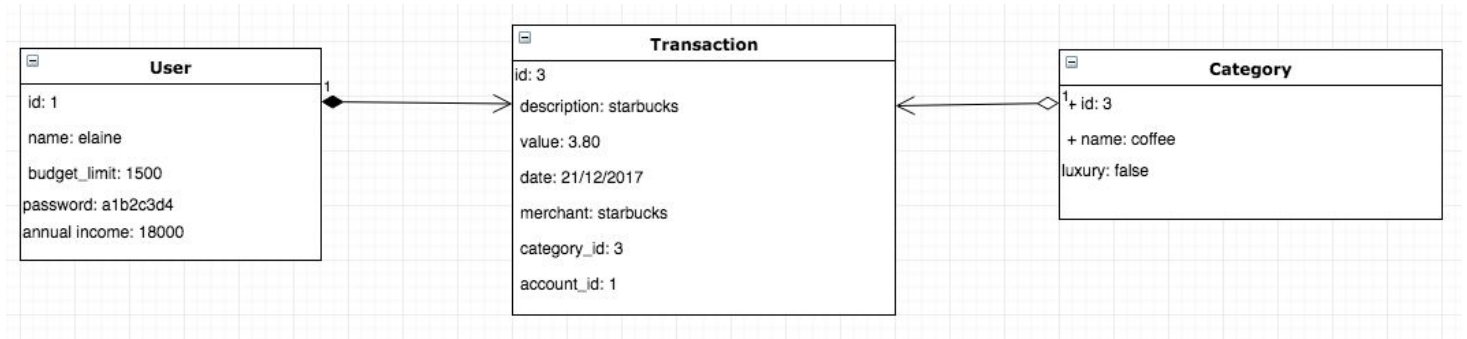
A.D 1: A Use Case Diagram



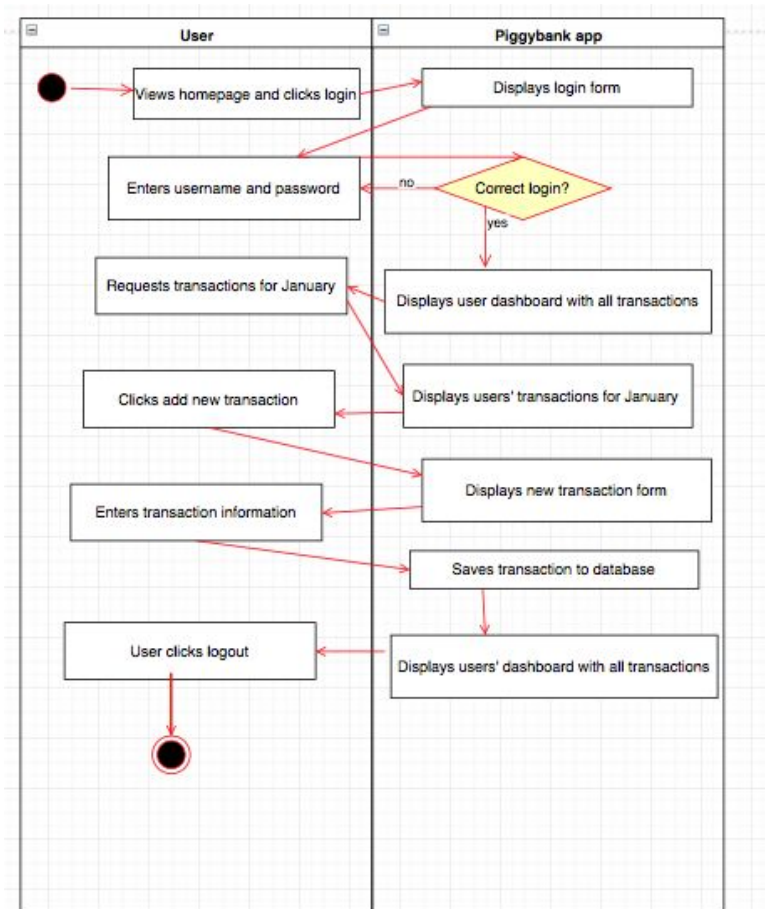
A.D 2 Class Diagram



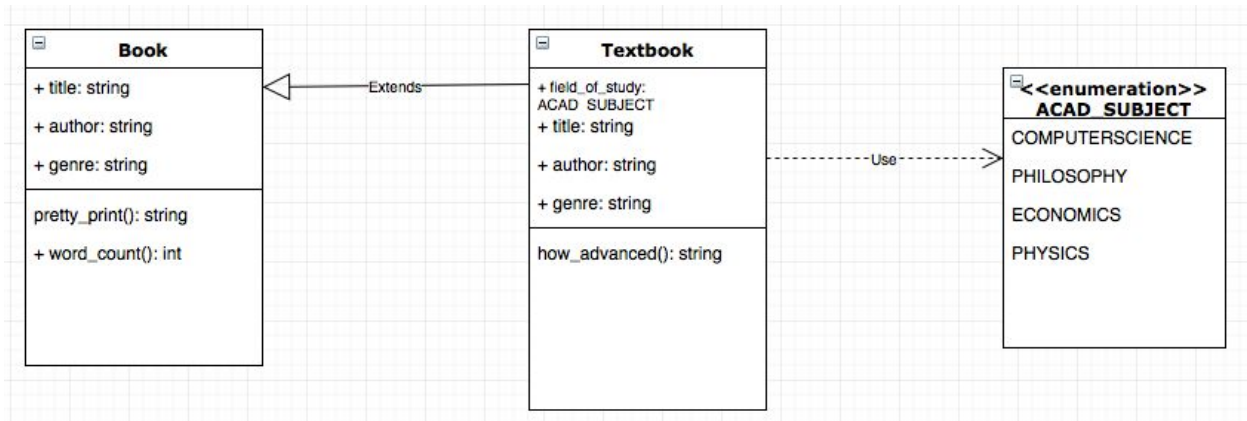
A.D 3 Object Diagram



A.D 4



A.D 5



A.D 6

Constraint	Possible Effect of Constraint on Product	Solution
Hardware and software platforms:	The web applications has to run on a mobile devices without using a native mobile app. The app is not optimised for mobile presently. This is a problem because mobile users will lose interest and we will lose those customers.	Create a responsive design that works well on desktop and mobile. Carry out extensive testing on a variety of mobile screen sizes and desktops.
Performance requirements	The app has to run in all commonly used browsers. If a user is using an older version of a browser, certain functionality may not render and thus these users will stop using the app.	Check e.g. http://caniuse.com/ for compatibility issues. Aid DP to run fast by only using queries when needed.
Persistent storage and transactions	Storing data in a remote database has the potential to cause issues when users have slow internet connections.	Cache database locally on user's device when the app is launched.
Budgets	The budget is limited and fixed. This means we cannot hire as many developers or graphic designers as we would like.	Continually reassess to ensure the project is on track and reduce MVP if necessary.
Usability	The applications needs to be accessible for all ages and inclusive of disabilities to encourage as many users to use the application as possible.	Use colour to make components stand out and easy to distinguish. Increase size of buttons.
Time limitations	Short development time which may lead to app being released with less functionality than planned.	Use MoSCow and Trello to ensure MVP is prioritised and met, before adding additional functionality

