Design Choices and Decisions Made During Development

Problems faced

- Lack of experienced developers in our team.
- Constant changes to interface to comply with OO Paradigms and to fit project requirements
- Single change to an interface meant changes to 2 different database layers, i.e. text and SQL db layers so collaboration and sync got difficult.
- Incomplete knowledge of git led to lots of merge conflicts and difficulty in tracking changes made inside a branch by a single developer in their assigned layer.
- GUI Layer required a lot of knowledge about the particular framework to be used (JavaFX in our case) and it's classes. Understanding this needed a lot of effort given the short time frame.

Decisions taken to overcome problems

- Working in main instead of separate branches due to lack of experience in git.
- Making interfaces very explicit with detailed comments. Documenting how the procedure will act in case of any exceptions or unforseen circumstances.
- Adding input of all group members to finalise interfaces.

Final Class Diagram