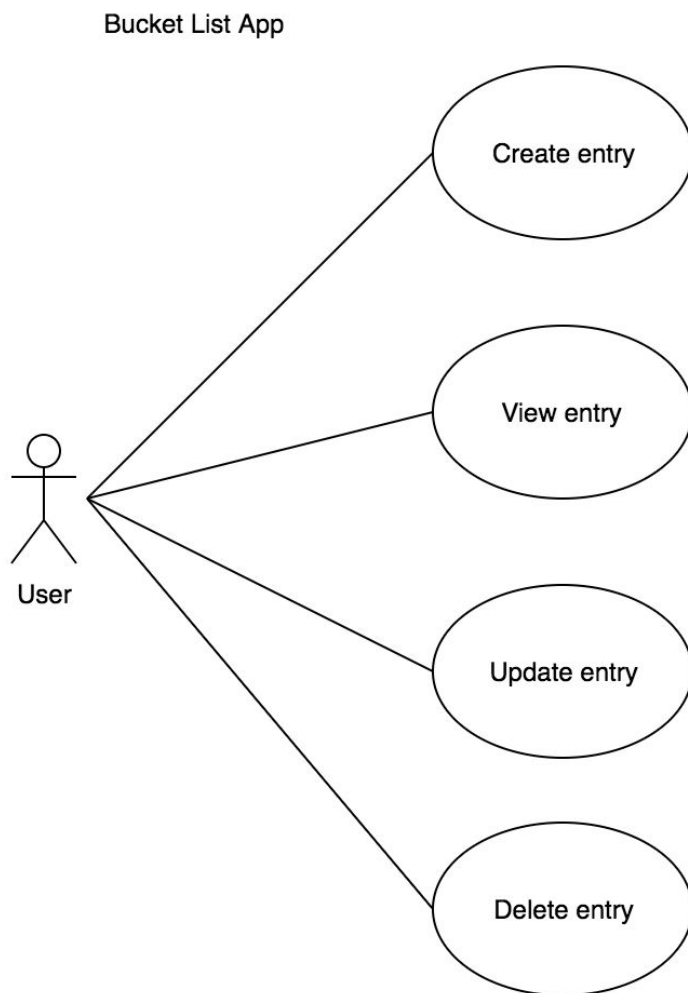


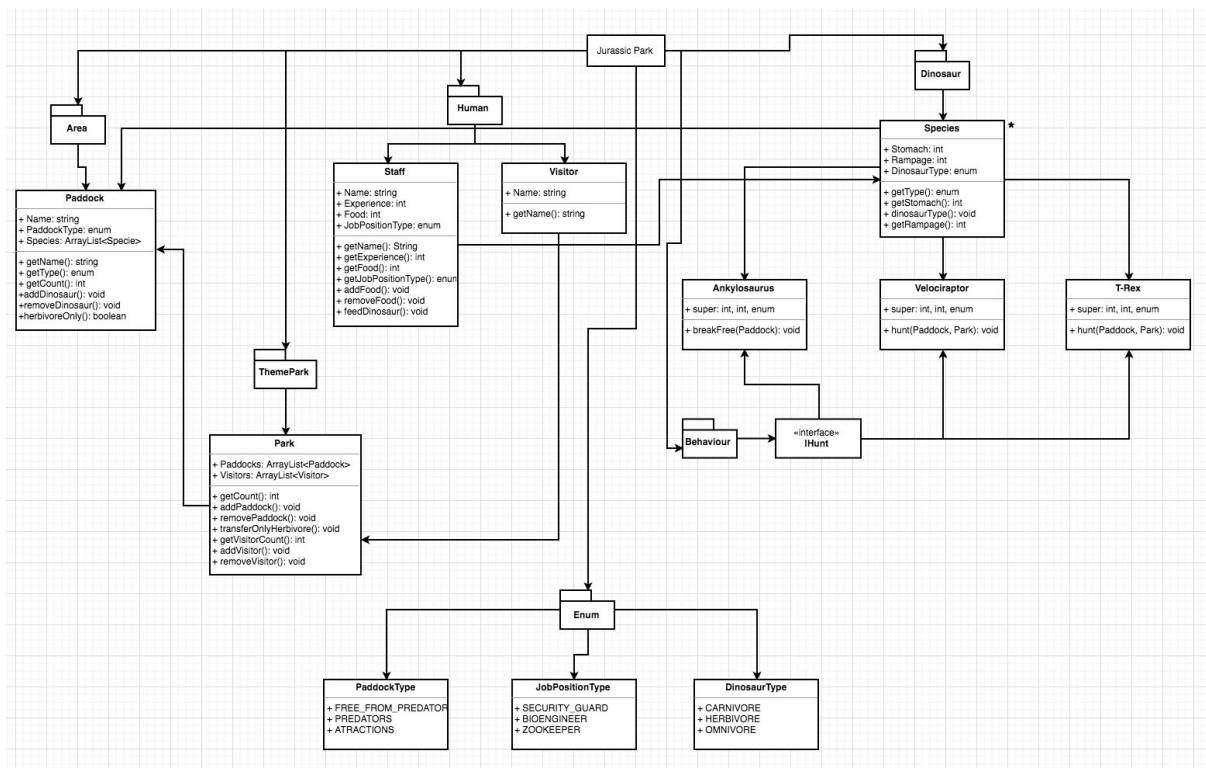
## Evidence for Analysis and Design Unit.

Juan Mata Ruiz  
E21

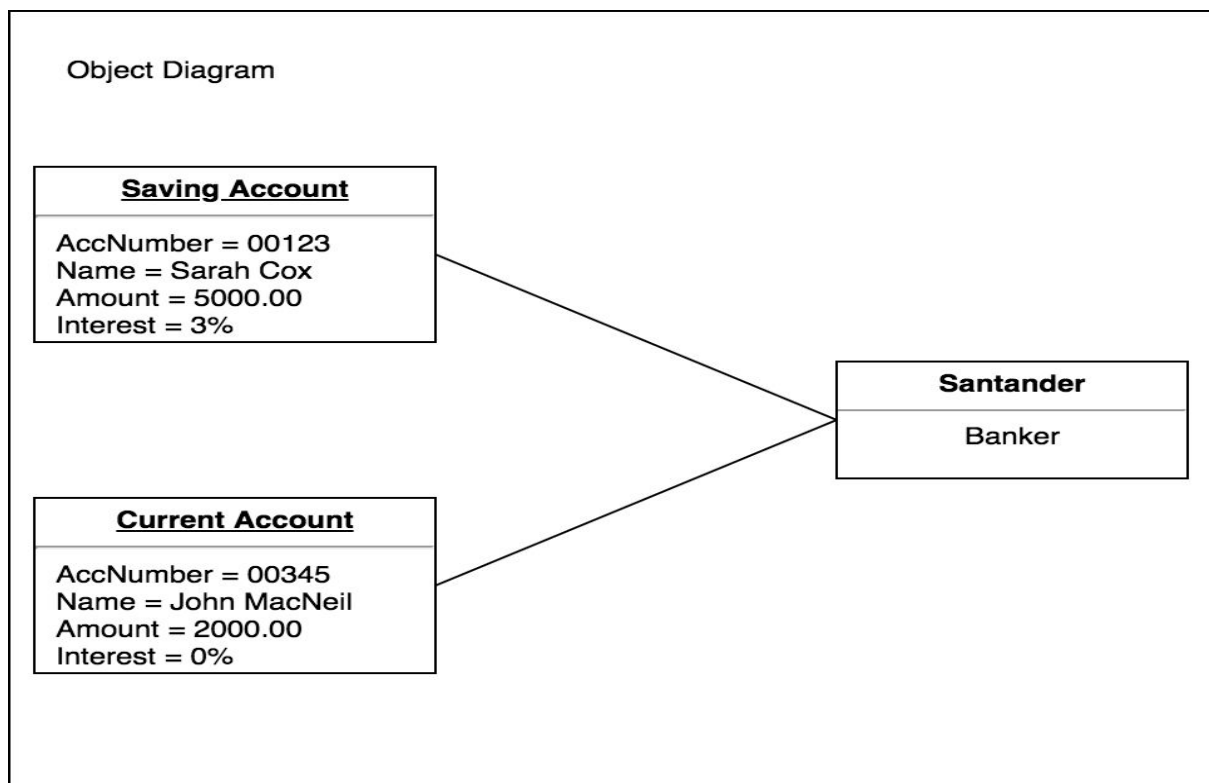
### A.D.1 Use case diagram.



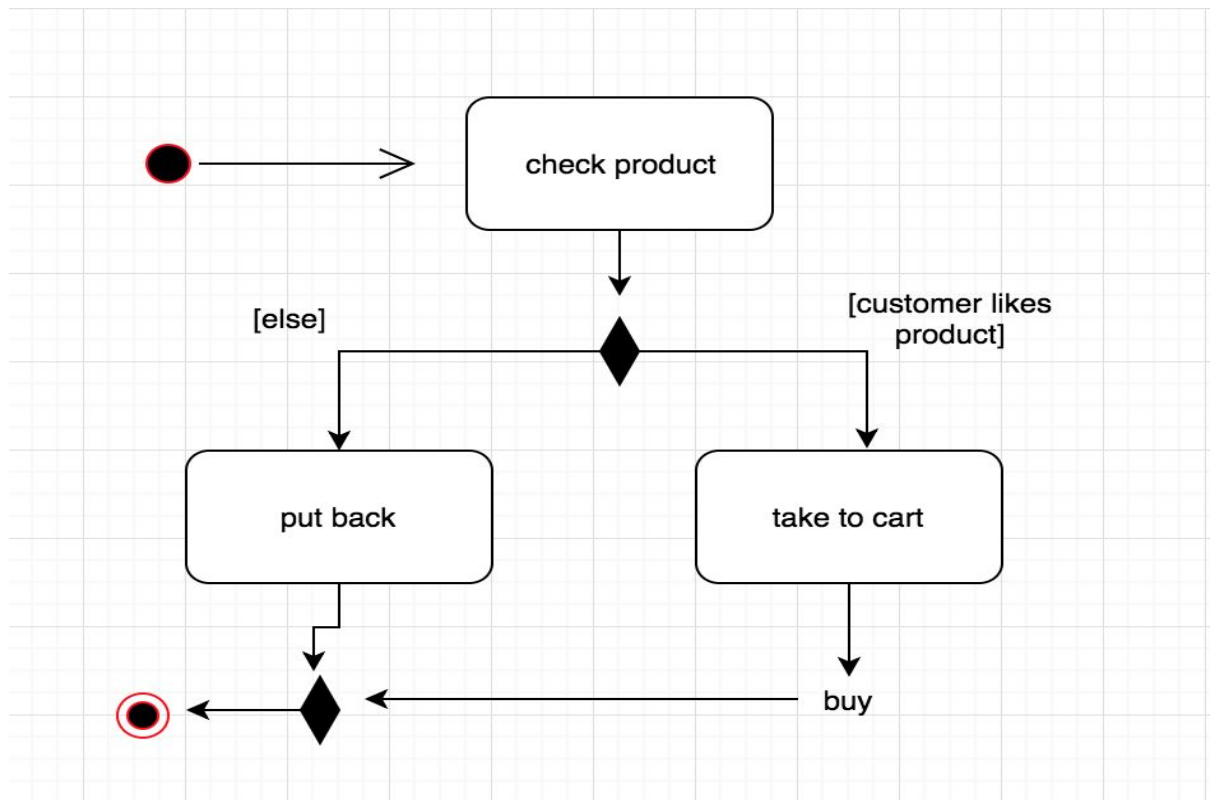
## A.D.2 Class diagram.



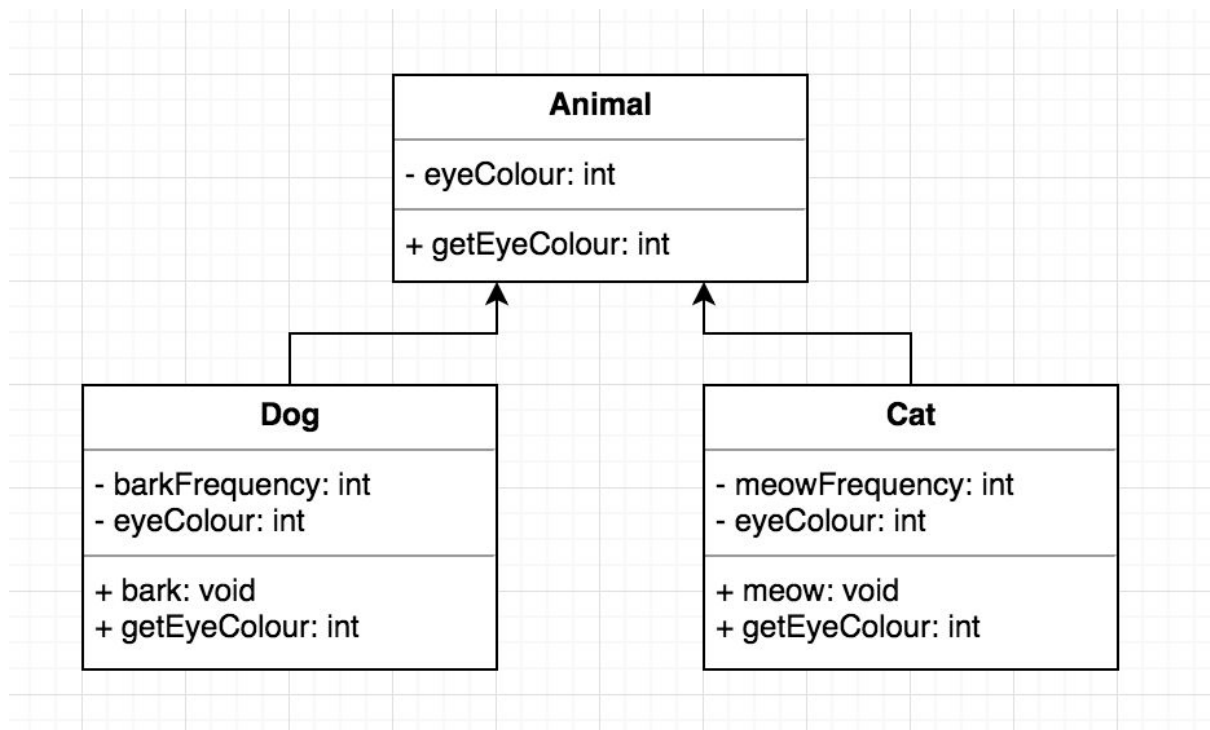
## A.D.3 Object diagram.



#### A.D.4 Activity diagram.



#### A.D.5 Inheritance diagram.



## A.D.6 Implementations Constraints.

Topic	Possible effect of constraints on product	Solution
Hardware and Software platforms	When the user of the bucket list is not able to use the app using different types of devices (PC, Mobile, Table), it restricts the usability of the product, limiting the access from anywhere around the world.	Do a research to determine which devices the target sector mostly uses.
Performance requirements	The app do not open in every browser, making the accessibility more challenging. Also, depending on the browser used, some visual features could be different.	Using semantic HTML would help because web semantic tags make it clear to the browser what the meaning of a page and its content is.
Persistent storage and transactions	When the user is using the app needs to store information to a table to be transfered. If the user is not able to do it, it surely would lead to dissatisfaction and delays in the procedures undertaken by the user.	The app must the tested, able to save information in the database and retrieve information from it before launching it.
Usability	If the information in not display in a clear and organise way, this could lead to a rejection from the user.	Investing in User Experience will provide the necessary tools to build a more friendly/functional app.
Budgets	A reduction on the initial budget before starting to build up the project could compromise the success of the product.	Focus on a basic and functional app.
Time limitations	Running out of time before the project is done, which will not meet the user needs.	Work on time-based schedule and apply TDD during the project. Focus on the MVP and then work on the extension if there is time.