Software Design Document (SDD) – Want2Remember (v3)

Project Name: Want2Remember

Snapshot: 3 (Checkpoint 2)

Team Member: Kevin Bayona-Galindo & Nikolazi Tartinsky

**1. Introduction**

Purpose: This version updates the system design to include memory deletion functionality and improved UI state management.

Audience: Instructor, developers, testers

**2. System Architecture**

Frontend: HTML/CSS/JavaScript (no framework)

Backend: None (data stored client-side)

Data Storage: localStorage – browser-based persistent storage

**3. Component Overview**

- Memory Input Form: Allows entry of title and note

- Memory List Display: Shows all saved memories

- Delete Functionality: Each memory has a “X” button to remove it from both the list and localStorage

**4. Workflow Summary**

1. User opens `index.html`

2. Existing memories load from `localStorage`

3. User adds a new memory (form submission)

4. Memory is appended to the list and saved to `localStorage`

5. User clicks “X” to delete a memory

6. Memory is removed from the UI and from `localStorage`

**5. UI Details**

- `<form>` with input and textarea fields

- `<ul>` list where each `<li>` contains:

- Bolded title

- Note text

- Delete button (X)

**6. Glossary**

- DOM: Document Object Model

- localStorage: Browser API for saving key-value pairs locally

- CRUD: Create, Read, Update, Delete (now supports C, R, and D)

**7. References**

MDN Web Docs on localStorage: https://developer.mozilla.org/en-US/docs/Web/API/Window/localStorage