Design Document

# Introduction

Introduction goes here.

# System Requirements

System Requirements goes here

# Technology User and Why

Technology user and why goes here

# Architecture of the Solution

Architecture of the solution goes here

# Design Methodology

Design methodology goes here

# Features of the Implementation

Features of the implementation goes here

# Limitations

During the project we faced many limitations which hindered our abilities. First and foremost was the issue of time. The limited timeframe made it difficult to both implement all of the features we had hoped we would get to in the project, and also increased the overall pressure placed on us to create a working and robust product.

Another limitation we faced earlier on in the testing of the spring boot application was having a decent network connection. Before we had implemented off-line recording we had to ensure that the connection to the server was not broken

We were also limited by a number o

f smaller finance-based issues including the cost of hardware such as the OBDii Bluetooth adapter and the cost of fuel used whilst running the tests.

# Known Bugs

Ionic app - graphs won’t load when page is navigated to, second time loading data on graphs page renders speed and distance graphs blank

# Recommendations for Future Development

Recommendations for future development goes here

# Conclusions

Conclusions goes here