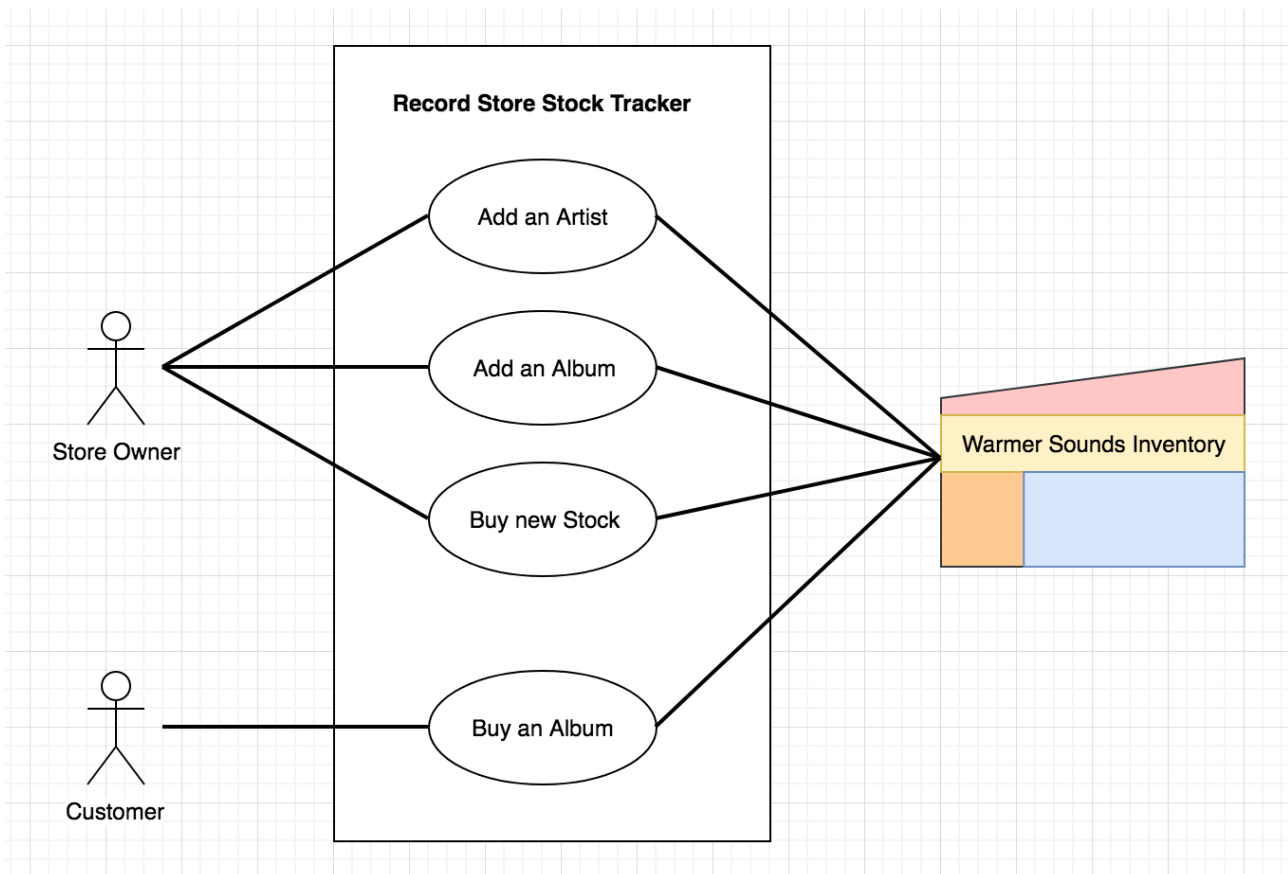


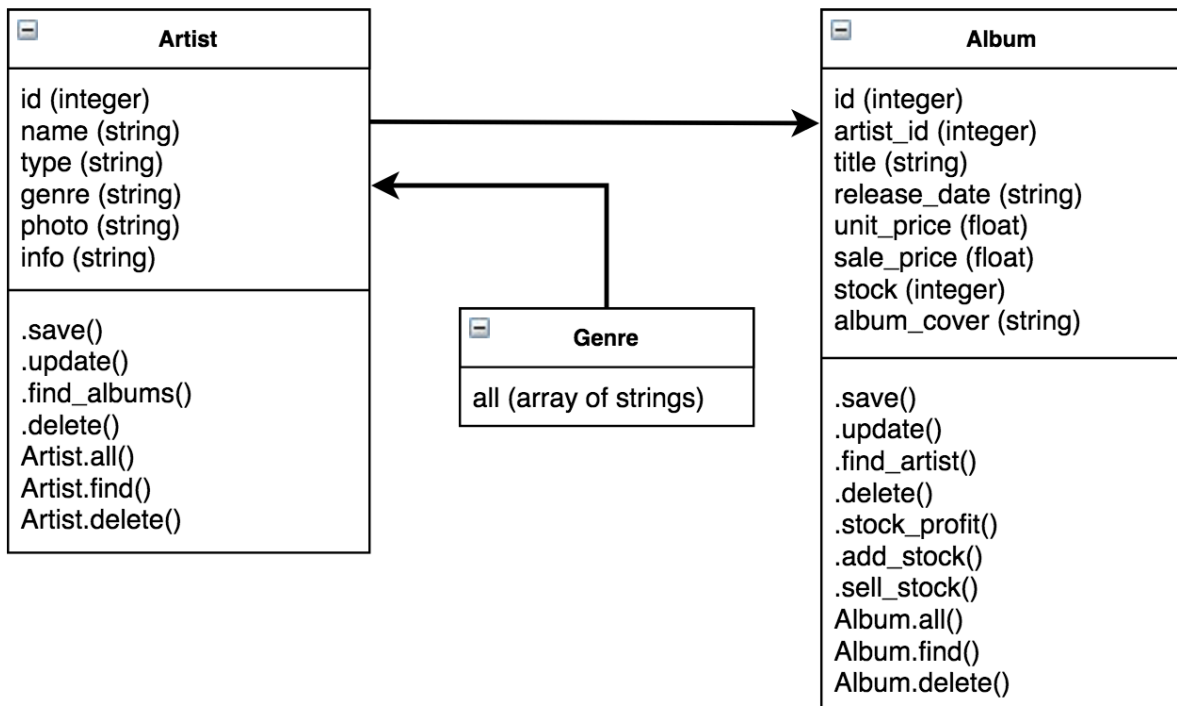
Evidence for Analysis & Design Unit

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Cohort E18

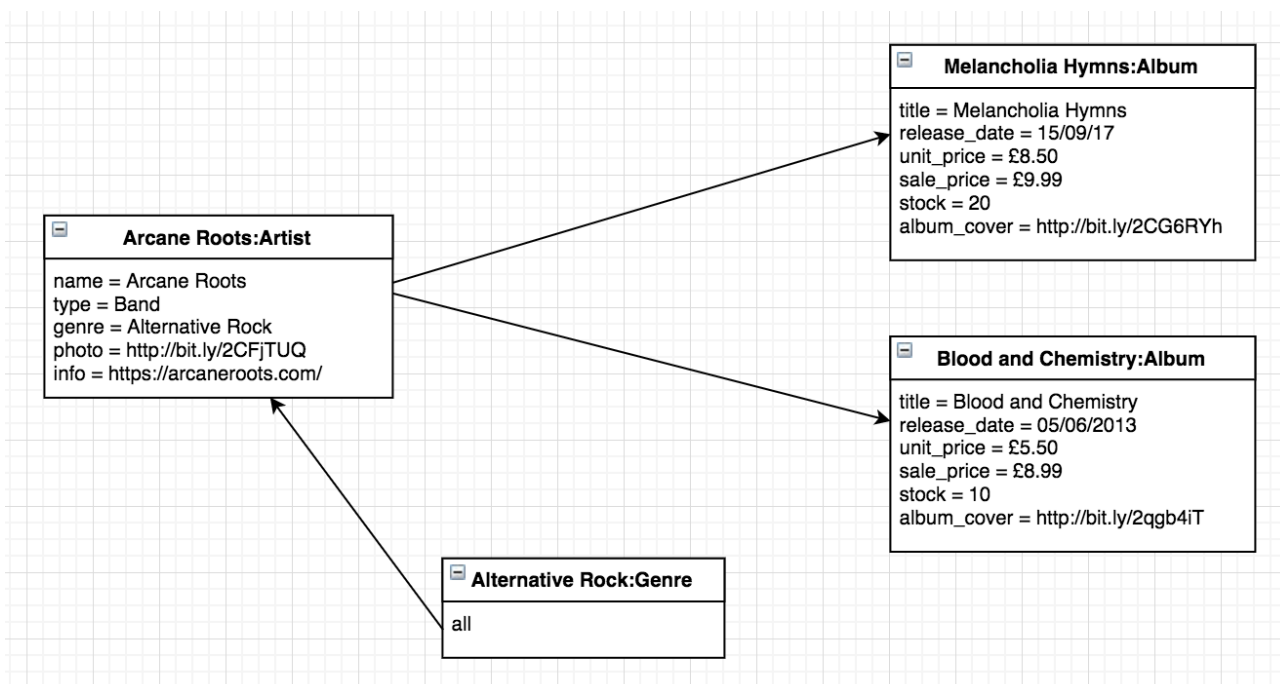
A.D.1 Use Case Diagram



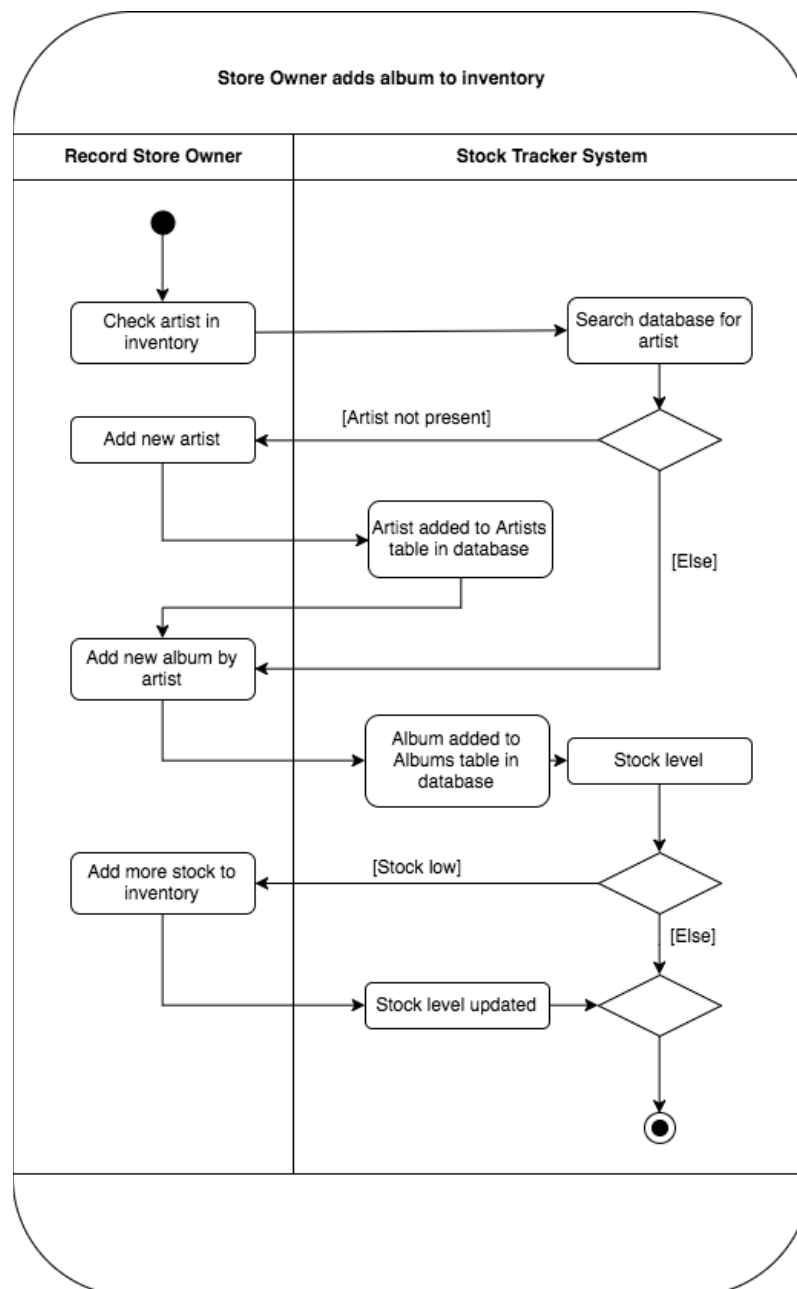
A.D.2 Class Diagram



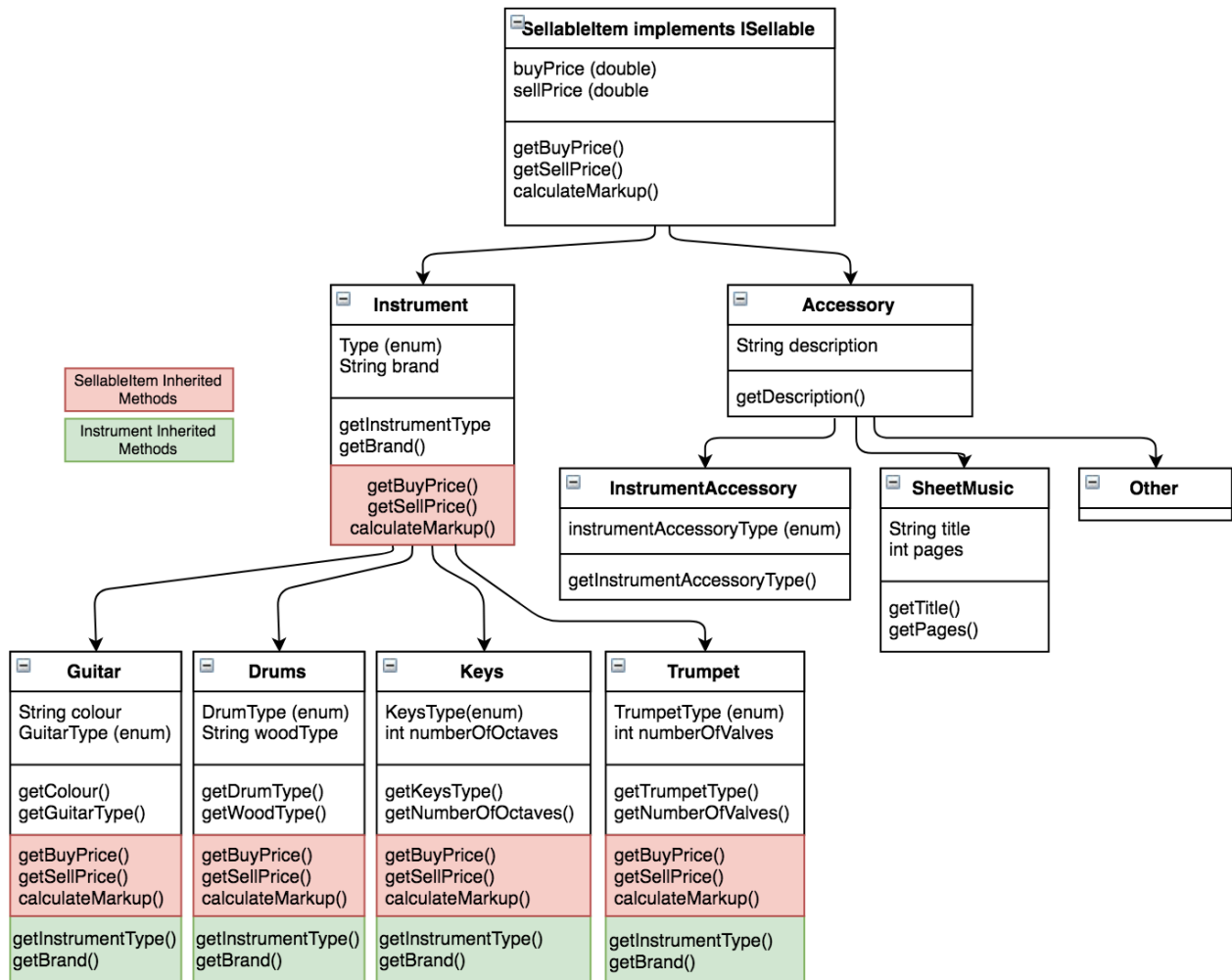
A.D.3 Object Diagram



A.D.4 Activity Diagram



A.D.5 Inheritance Diagram



A.D.6 Implementations Constraints

Topic	Possible effect of constraint on product	Solution
Hardware and software platforms	Users with lower screen resolution may have a poor experience due to the complex layout and level of detail.	Simplify/reconsider the layout.
Performance requirements	Speed of response is reliant on the response time of the APIs being called and therefore the user's internet connection speed.	Research similar APIs which are more efficient and reconfigure the app accordingly.
Persistent storage and transactions	Packages saved to favourites list are stored in the database but not updated if their information changes on the API.	Compare and update the saved packages with API data periodically (every 24 hours?)
Usability	The app is currently optimally viewed on a laptop screen of high resolution and configured according to the team's UX ideas. This could seriously impact usability on mobile devices.	Further UX investigation - perhaps using focus groups - layout redesign focused on responsiveness.
Budgets	Having been built with zero budget, the app currently uses free APIs which allow a limited number of requests and give limited information. Responses may vary or even fail with a high number of requests.	Consider budget reallocation to purchase access to more reliable APIs.
Time	Application was developed quickly over a week as a prototype, so functionality and design are incomplete/inadequate.	Dedicate further time to refining the design and adding/refactoring functionality.