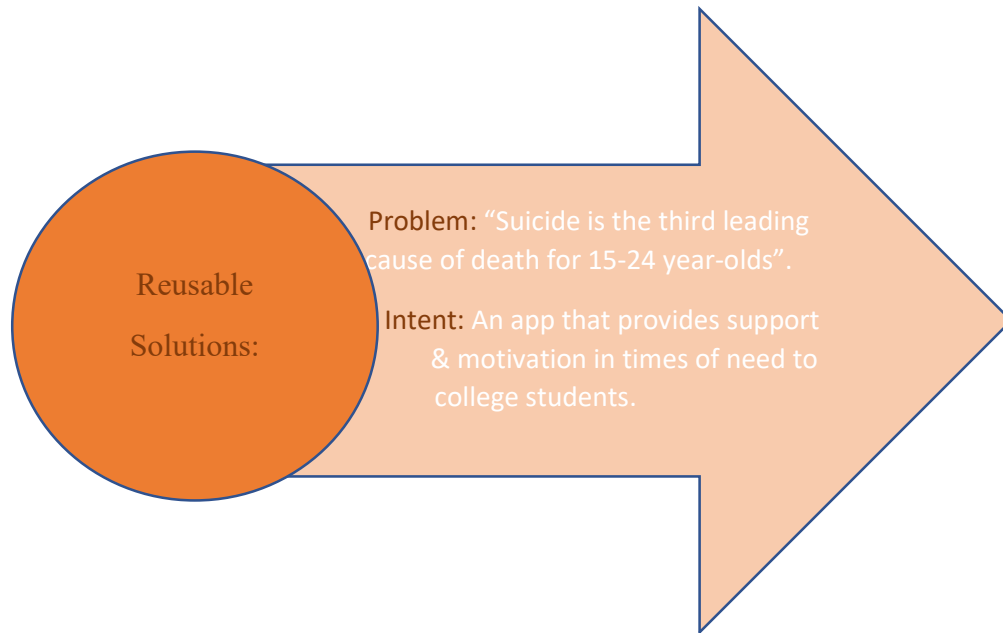


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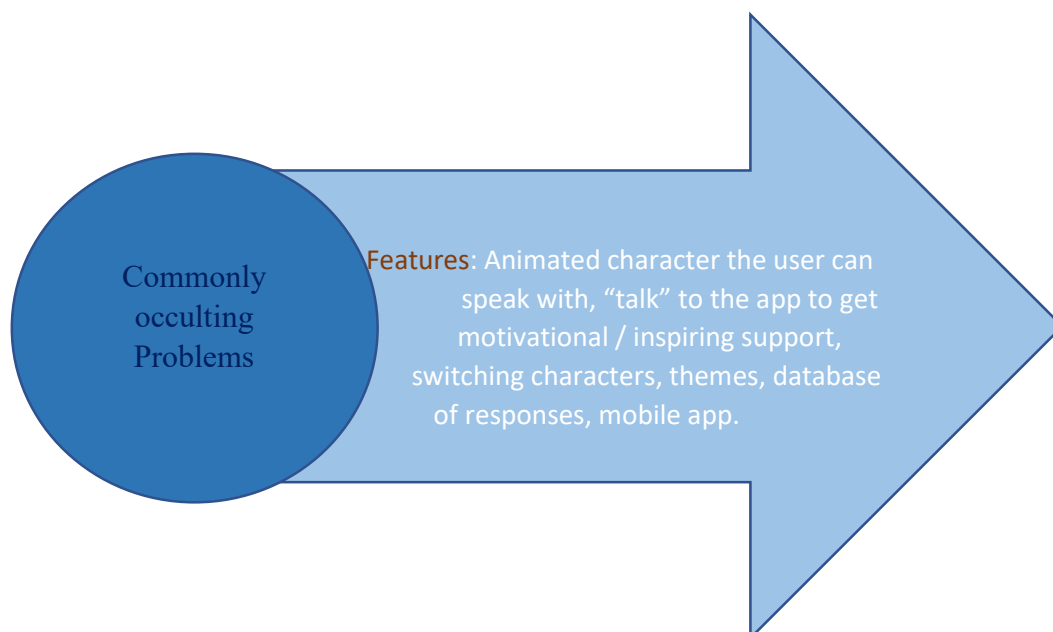
Team #2

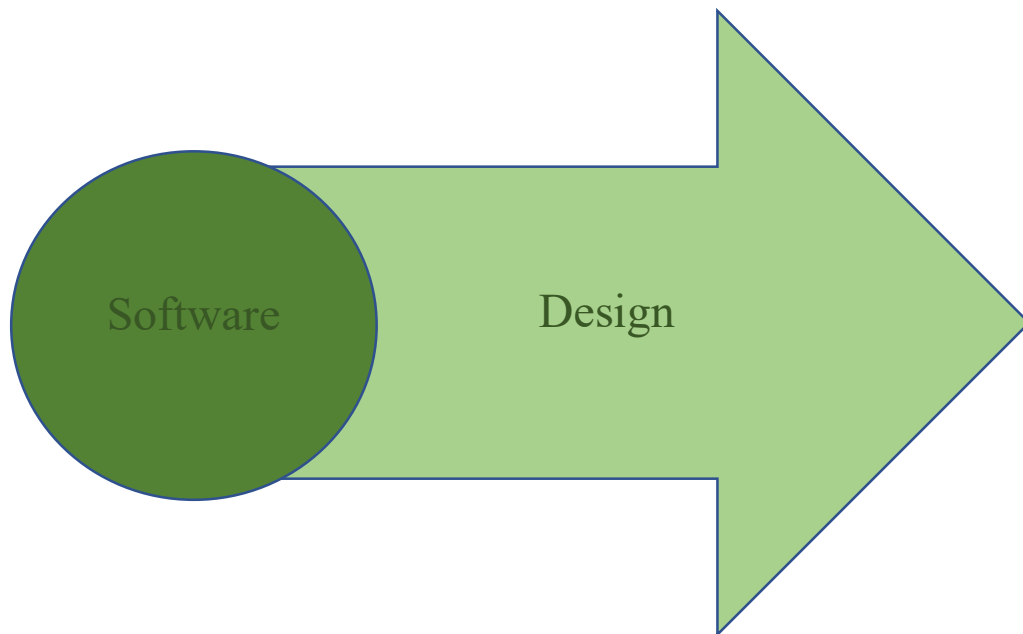
Identify the design patterns you used in your design and explain how you applied them (250-350 words - 5%).



Reference Link: <https://www.govst.edu/suicide-prevention/>

Motivation: With alarming statistics about the suicide rates within college students we decided to implement an app that will help those in need of support. Sometimes asking for help from others for one's mental health can seem dreadful which is why this app is an alternative for people that would like support and motivation without face-to-face interaction with a person. Though we know that anyone with suicidal thoughts should contact the suicide hotline since we are not professionals. Our intent is to provide a safe environment where college students can access the app for motivation and support.





Creational Design Patterns: When creating this project, we used the Creational Design Patterns. According to the design patterns website on the blackboard lecture slides creational patterns, “provide object creation mechanisms that increase flexibility and reuse of existing code”. Our objects include selection of possible prompts, user choices, and responses to those choices. This way the objects we use can be used together or separately to give the appropriate output. If the client server approach is used, we can use our objects to monitor requests and responses. This way all the information is organized. This way we are using an Abstract factory by providing an interface for related dependent objects without specifying concrete classes. We are also using the builder by separating the construction of a complex object from its representation, allowing the same construction process to create various representation. This is allowed by using the previous objects to also make selections like the options, choosing different characters, background, themes, or history. Our history element will need to gather the data collected over time from the user. From the perspective object classes. The view of user where are the choices are placed or menu is where all the objects are placed for the app. Therefore, switching options is not difficult to do. By doing this all the objects are separated and our software can gather information from the different parts of the menu and be implemented when making our history option. The history option is there to show the user how long they have been sad or happy, as a way to have the user reflect.