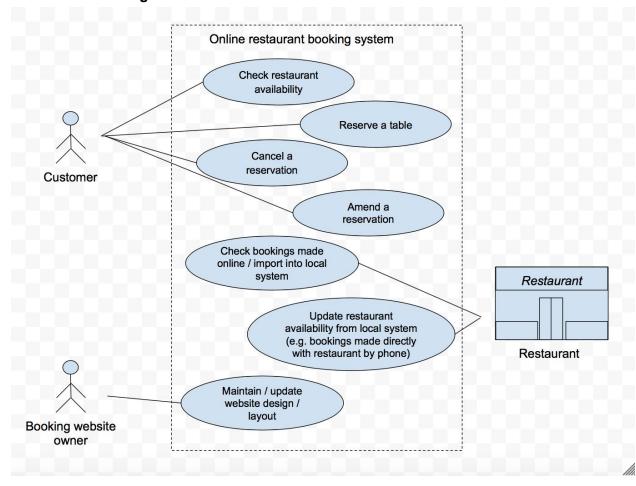
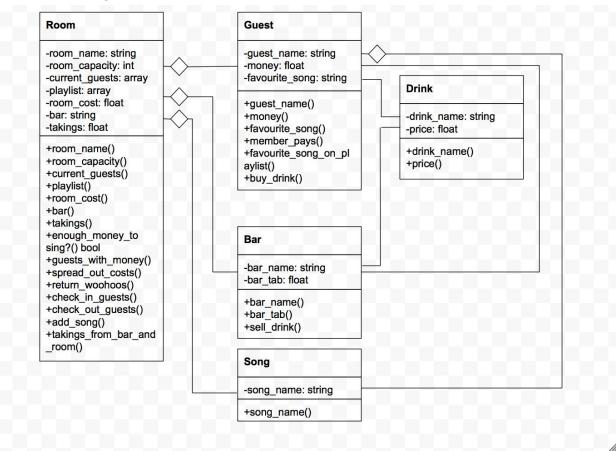
Evidence for Analysis and Design Unit

Rachel Johnson E19

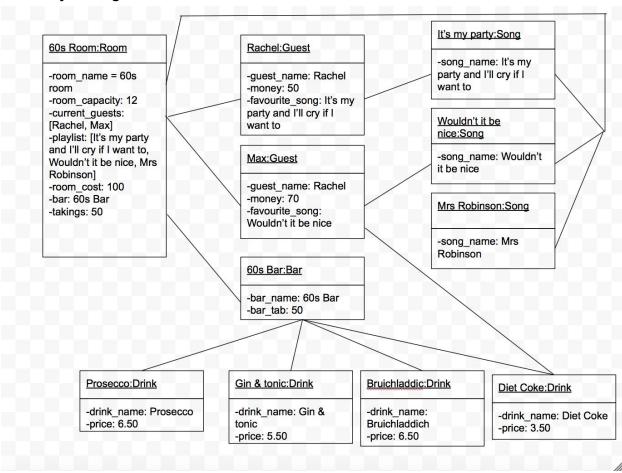
A.D 1 Use case diagram



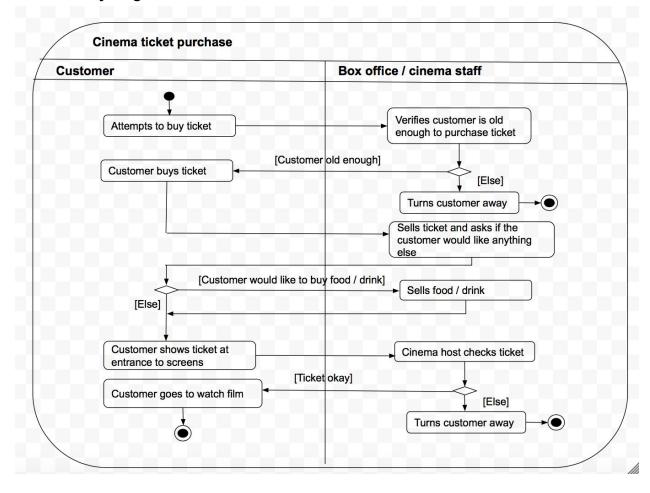
A.D 2 Class diagram



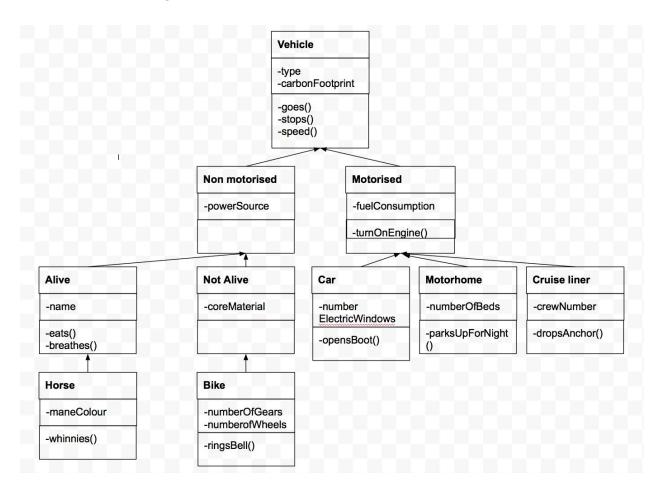
A.D 3 Object diagram



A.D 4 Activity diagram



A.D 5 Inheritance diagram



A.D 6 Implementation constraints

Topic	Possible effect of constraint on product	Solution
Hardware and software platforms	App not designed to be responsive so will look unattractive / difficult to understand on mobile. Sinatra and Ruby have limitations in terms of actions user of the app may take and displays the app can show easily.	Extend project to make app look good on both laptops and mobiles. OR Alert users accessing via mobile that app is optimised for viewing on a laptop and may be difficult to navigate via mobile. Create product using another language / framework such as javascript/
Performance requirements	App may slow as large amounts of data are added to the database.	Limit users ability to add more data after a certain level reached. OR Consider alternative method to run site and store data which is more efficient / uses less processing power & memory.
Persistent storage and transactions	Data only stored locally - data resets every time program is rerun.	Host app on external website which stores data in the cloud.
Usability	App is difficult to navigate / understand.	Consult with UX specialist and update app accordingly.
Budgets	App costs more than expected to create	Restrict functionality of app to reduce costs (if possible). Alert client (i.e. those who requested the built of the app) and suggest budget is increased to enable product team to create an app which meets the required scope of the product.
Time limitations	There is insufficient time to incorporate all the desired functionality into the app.	Restrict functionality of app to that which can be set up within the given time constraints. Request an extension to the deadline to allow for the desired functionality to be set up in full.