Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 07/11/21 | Fabian Rodriguez | Added initial constraints and details. |

Instructions: Fill in all bracketed information on page one (the cover page), in the Document Revision History table, in the footer, and below each header. Under each header, remove the bracketed prompt and write your own paragraph response covering the indicated information.

## Executive Summary

Chat Away is a social media company that owns a website and is seeking to develop a mobile application. Their main goal is to increase the market for their product by expanding to iPhone and Android devices while keeping the cost within budget.

## Requirements

*The client requires the software to work on Android or iPhone devices. The project cost should stay within budget.*

## Design Constraints

* The client is trying to increase their market by expanding their product to mobile devices.
* Establish the connection between the website and the mobile devices, thus keeping the previous data from the website users.
* Staying within budget can be rough due to having two aiming at two different platforms.

## Rationale

The first constraint could be challenging due to having to design for two different platforms, because most likely new technologies need to be learned/implemented to ease the process.

*The second constraint is aim towards scalability and ensuring the connection between the current product and the new products is seamless. The preferred approach would be to use the current product(website) and create a connection in the form of an API that we can access from mobile devices*

*(Android/iPhone).*

*The third constraint is very important as well because we want to meet our client requirements and the budget is always important for them and t*aking these factors in consideration a good idea will be to use technologies such as Flutter or React Native that can significantly reduce the workload/budget due to having to write one codebase for both platforms.