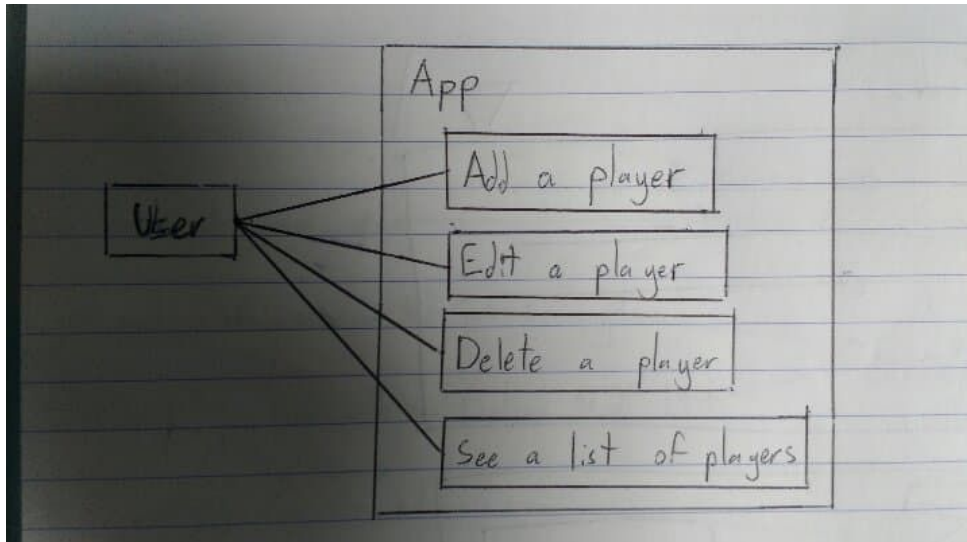


Evidence for Analysis and Design Unit.

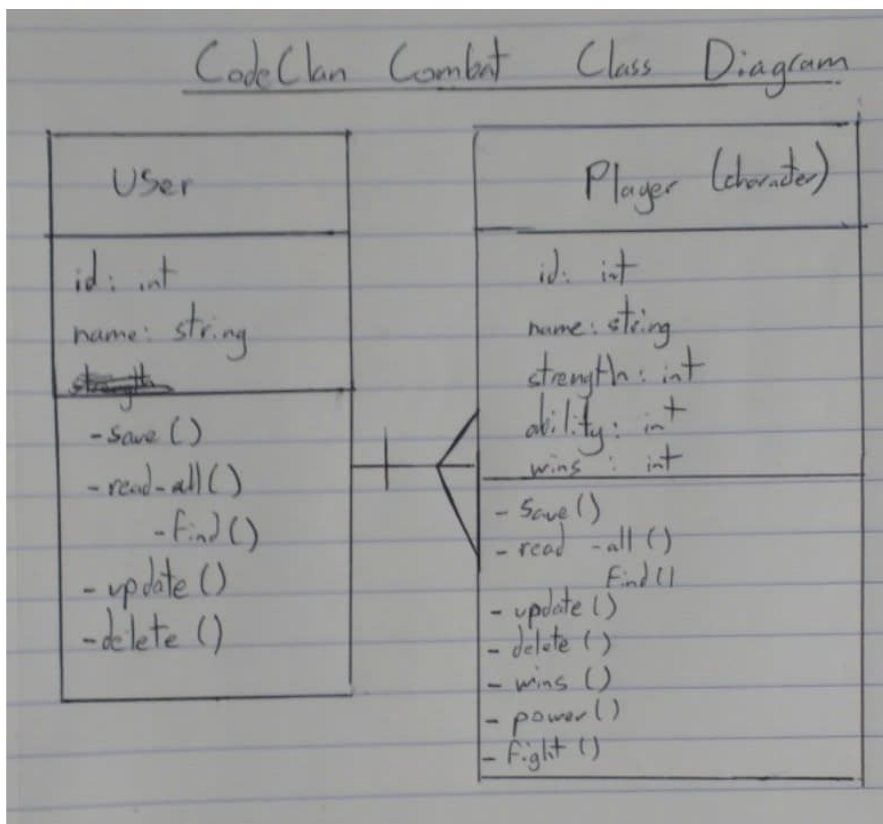
Ruairidh Grass
E-21

A.D.1 Use case Diagram

User can create, update, delete and read players:

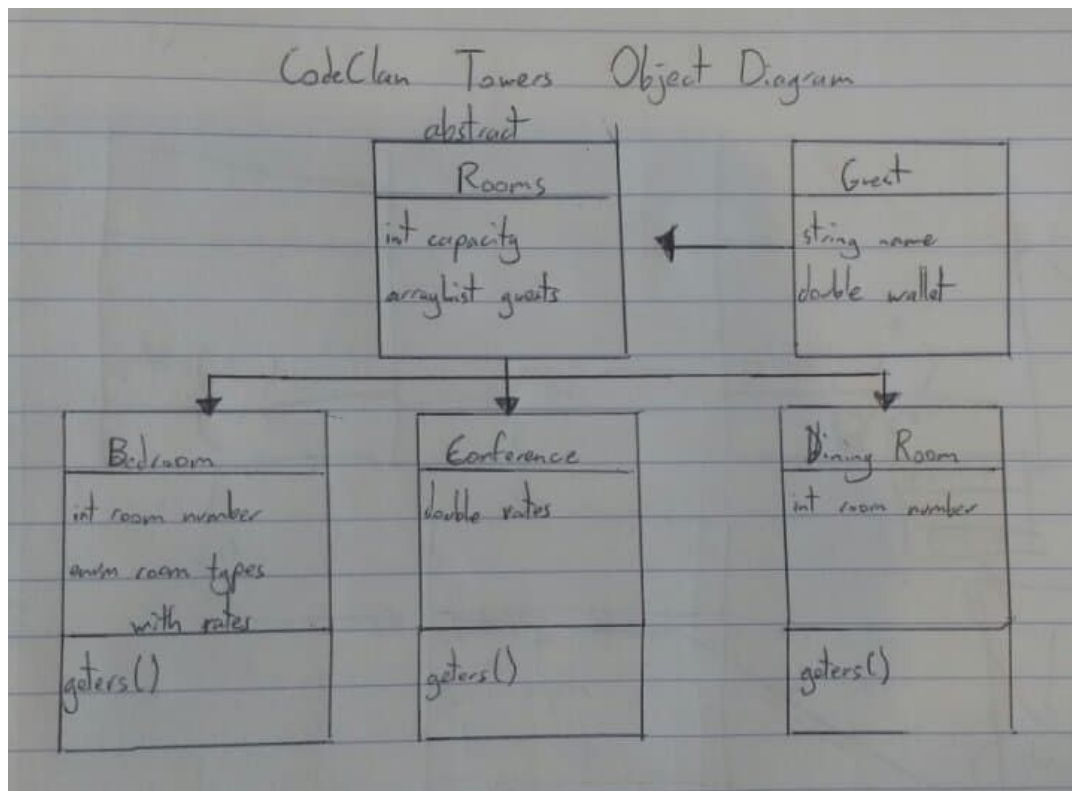


A.D.2 Class diagram

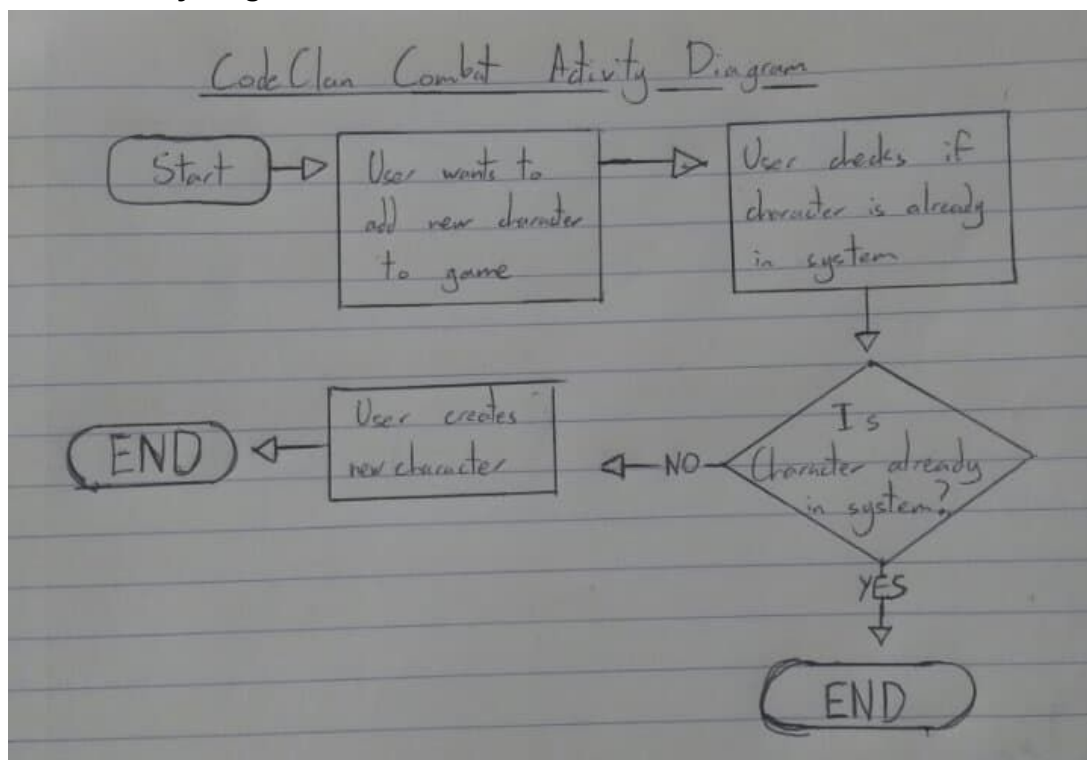


A.D.3 Object diagram

Make objects specific.

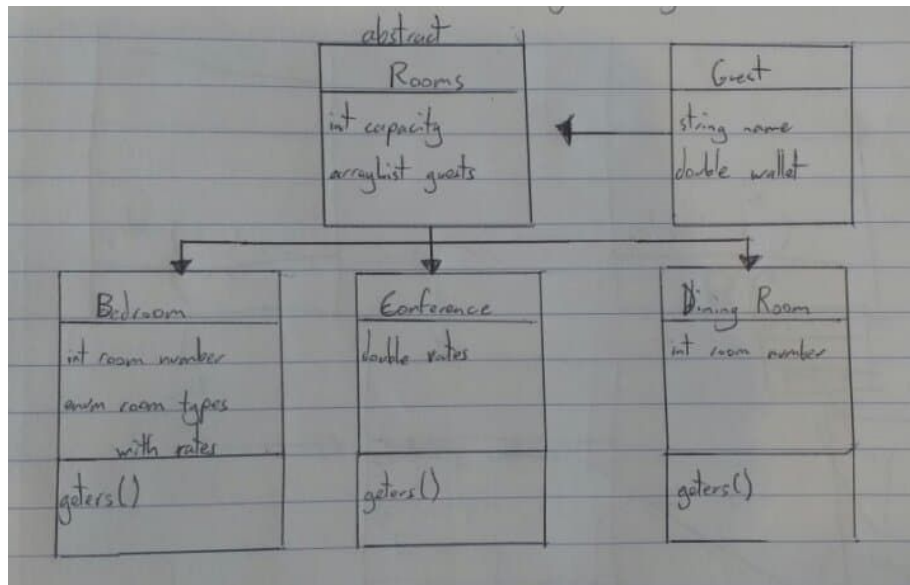


A.D.4 Activity diagram



A.D.5 Inheritance diagram

Bedroom, Conference and Dining room all inherit from Room Superclass (inherit capacity and collection of guest as well as the methods)



A.D.6 Implementations Constraints

	Constraint and possible effect	Solution
Hardware and software platforms	Using a below par server (less than 8GB RAM) could make the app run slow.	Renting a server that meets the app's minimum requirements.
Performance requirements	It takes too long for the user to add, edit, view or delete characters.	Ensure you meet the user's response time expectations by creating easy to use interfaces.
Persistent storage and transactions	Data stored locally will make the app less accessible for others and could also be affected by server failure.	Make sure you store data externally to reduce chances of failure and so that the user could view all the characters from everywhere.
Budgets	MVP could be too ambitious for the budget allocated.	Set realistic MVP in accordance to budget constraints.
Time	Poor time management could result in MVP not being achieved.	Careful planning and time management must be top priority to ensure MVP is met.

