Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.0 | 01/13/2023 | Ty Simpson | Initial Software Design |

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

Our client, Chat Away, is seeking to develop a mobile app for their website. In order to appeal to a larger user base and, in turn, increase their revenue, they would like to have the application available on both *Google Play* (Android)and Apple’s *App Store* (iPhone). They hope to outsource this project in order keep within their budget.

## Requirements

* + Mobile experience should mirror core functions of the Chat Away website that customers expect
  + Must be available for both Apple and Android app stores
  + Must stay within budget

## Design Constraints

* User Experience
* Compatibility
* Budget
  + Solutions:
    - Pair with at least one programmer from Chat Away to ensure that the core functions of the mobile experience stay true to what would be expected of web users
    - Develop using cross-platform tools (ie React). This addresses compatibility and budget constraints, as it will allow us to develop both Android and Apple apps simultaneously. This method will require less software engineering resources, less time, and easier maintenance – therefore cost less develop.

## Rationale

* User Experience – If we are developing mobile app versions of the Chat Away website, certain core functions that users expect must be available. The experience must not feel foreign
* Compatibility - In order for the application to be available for both app stores, the application has to be compatible with both Android OS and iOS
* Budget – Chat Away has come to us to keep this project within budget; we must honor that by designing these apps in both a cheap and efficient way