**Choice of Framework**

We decided to go with an existing development kit for the project, it ensures we have access to documentation as we develop the system and less time will be wasted testing code.

The flutter development kit was decided on due to its ability to support all platforms from just one codebase as well as its rich feature set. It’s a new developing tool for us but we are more than prepared to learn. Flutter uses dart which is very similar to java syntax which makes it easier to pick up since we have worked on various java related projects. To handle the backend, we would use firebase. It provides us with a database as well as hosting services.

**Multi-Platform Application**

The system is developed to be a multi-platform application (Browser, Windows, IOS, Android). This is based on the specification provided to us. The user interface will primarily be designed using flutter.

**Version Control**

GitHub will be used to control and manage updates to the system code as well as all documentation. This will avoid files getting over written and maintain backup versions whenever needed.

**Communication Tools**

To maintain communication with the team, we will be using Microsoft Teams as a conferencing tool for us to discuss the project.

**Intended Audience**

Based on the specification, the website needs to be targeted towards people of all ages and cultures, that are passionate about site seeing and animals. The core functionality of the application is for users to build profiles, sharing their photographs amongst a community with common interests. It will also be a place for educational outreach and organizing public meetups, where people can learn more about the area they live in.

With that, the design of the system must be appealing towards the younger demographic as well as maintain professional designs that appeal an adult userbase.

**Risk Management**

Possible risks that could arise during the project have been addressed by the team members. A proper risk management has been documented in order provide context on what they are, and what avoidance strategies we have in place.

**Project Costing**

This is mainly theoretical, since we don’t have any funding at our disposal, so all software we use is open source. We will provide a project costing file which document assumptions for each member’s average wage and will assume working hours on a weekly basis. Also included would be assumed costs for the devices needed, for the development of the system.

**Mockups**

Prototypes for the system will be create using PowerPoint which will outline the layout of the system. This will then be used to collected subjective data on our design.

**Usability Testing**

Five Group members will perform usability tests, where we will use the results to come to conclusions that will help us improve the system during development.

**Team Roles (Needs to be added)**