**Evidence for Analysis and Design Unit.**

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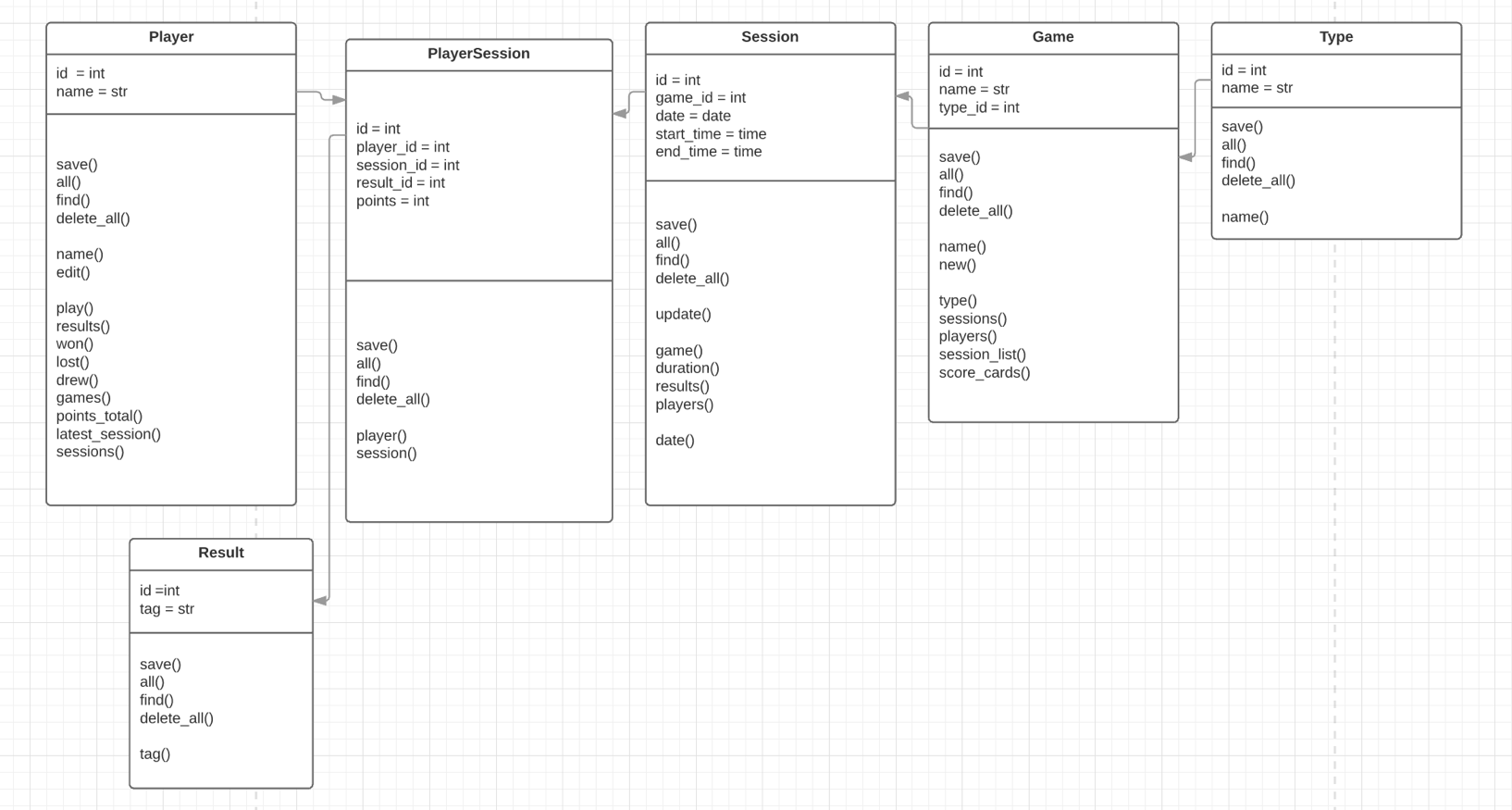
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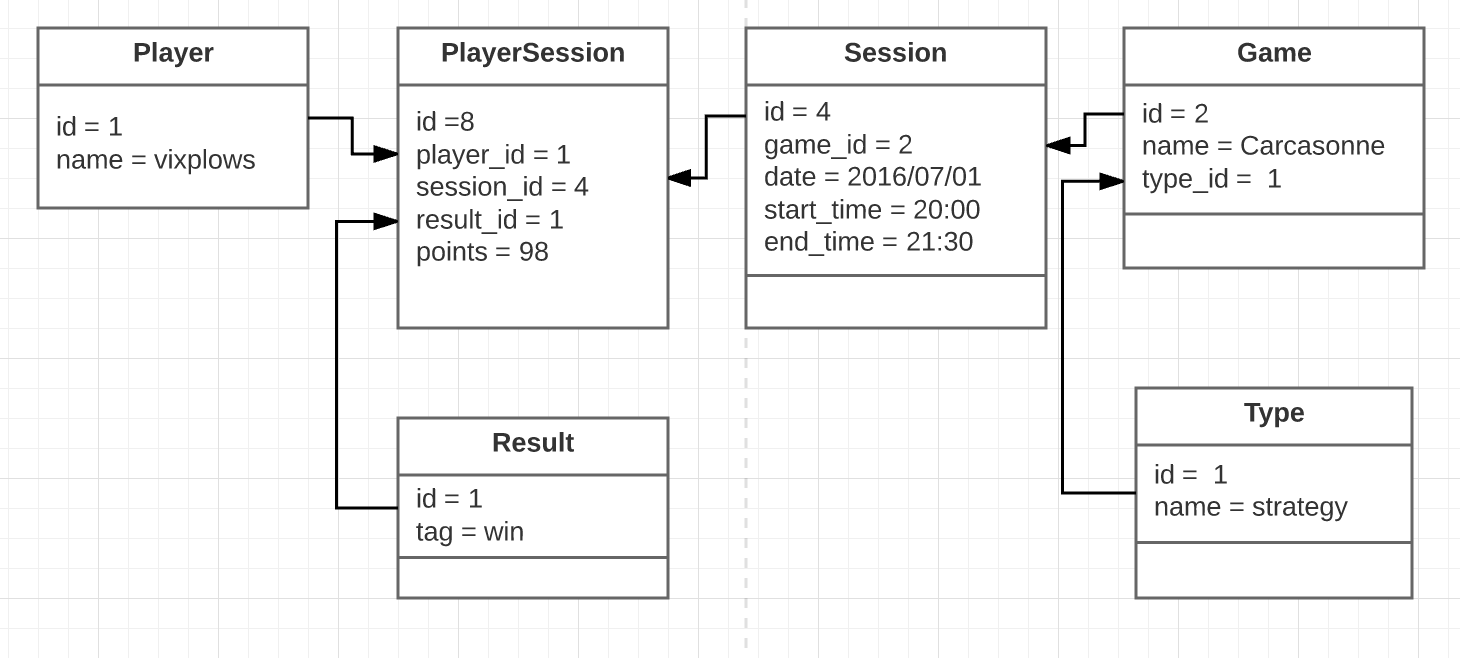
**AD - 1 Use case Diagram**



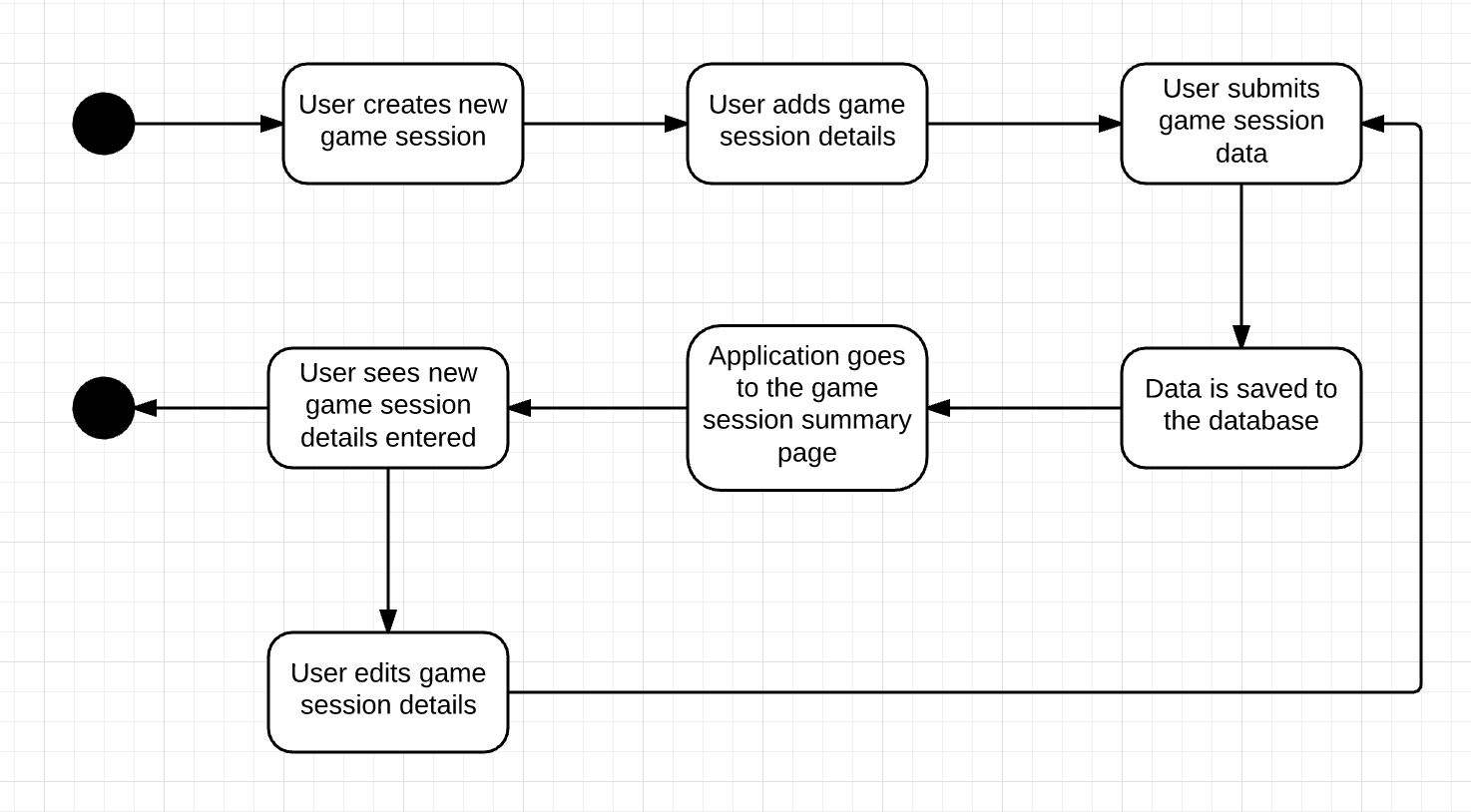
**AD - 2 Create a Class diagram using your Use case diagram.**



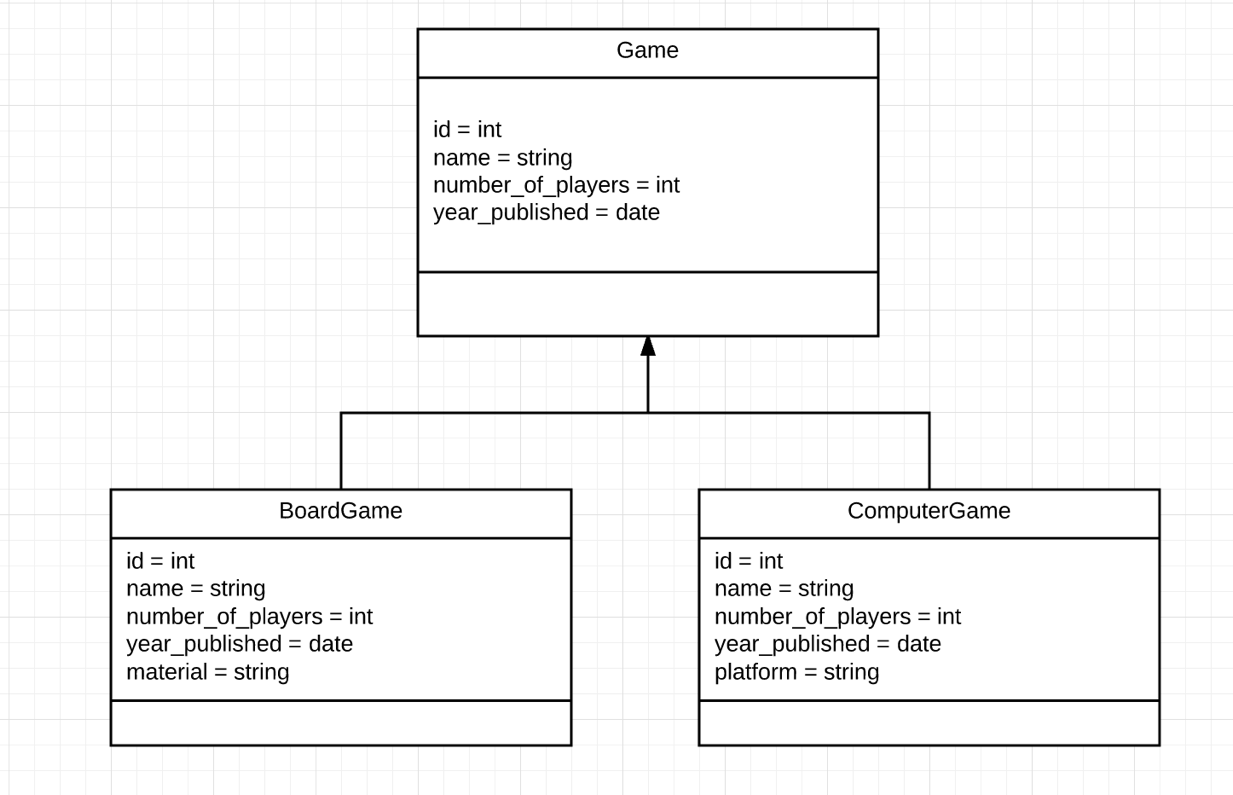
**AD - 3 Object diagram**

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**AD - 4 Activity diagram**

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**AD - 5 Inheritance diagram**

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**AD - 6 Implementations Constraints**

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| **Constraints** | **Possible effect of constraint** | **Details** |
| **Hardware and software platforms** | **Developed HTML and CSS using Google Chrome on macOS, no testing on other browsers or operating systems therefore maybe incompatibilities with other systems and browsers.** | **With more time would ensure HTML and CSS used is compatible with range of browsers and operating systems.** |
| **Performance requirements** | **There is no login which means anyone can access the database and game scores of all players.** | **User authentication would mitigate against this issue, with more time and if the app were to be scaled up this would be needed.** |
| **Persistent storage and transactions** | **Database is hosted locally. Hardcoded queries may not work if something other than PostgreSQL was used.** | **With only a week to develop, this approach was appropriate, allowing users to persist, retrieve, edit and delete data from a database.** |
| **Budgets** | **No budget.** | **This was a personal project as part of my CodeClan studies.** |
| **Time** | **A week was given to design, test, develop and present a demo of this application. I was unable to implement all the additional features I would like to in that time including individual performance statistics for plyers.** | **MVP was met, but I intend to add the additional features in the future based on a priority list of possible extensions.** |