

Design decisions

Throughout the process some decisions regarding the design have been made. One of those decisions has been the decision to use Android SDK 16 – a choice necessary to make use of the new functions that were released in Android Jelly Bean. To date, about 70 percent of all Android users have version 16 or higher, and the number is increasing. This, together with the notable advantages of Jelly Bean, makes it a good decision, even though it means that some Android users cannot use our application.

Another decision that has been made is to use text messages for communication between users. This could have been done via a server, or by some other way of communication, for example e-mail. The best way of communication would have been to use a server, but unfortunately we lacked the resources to make that happen. We then had to decide which way of communication would be second best. Text messages were chosen because every phone must have a phone number, and thus there is some guarantee that communication will be possible. A disadvantage with text messages is that, for some, they may cost money. This was regarded as a rather small problem, since it is possible to choose within the app whether or not to send a text message. All in all, using text messages was a good decision for a second best solution.