Chat Away

# Software Design Template

Version 1.0

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## Document Revision History

| Version | Date | Author | Comments |
| --- | --- | --- | --- |
| 1.1 | 07/11/2023 | Zach Chilgren | Executive Summary and Design Constraints created |

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

*Chat Away is an already successful social media website and is now wanting to push their platform to a larger user base. To do this they are looking for the development of a mobile app, for Android and iPhone, not only to increase user install base but to also increase revenue.*

## Requirements

*Create a mobile app from the website.*

*App usable on iPhone and Android devices.*

*Keep app development within budget.*

## Design Constraints

*App must work both visually and functionality wise on two separate operating systems.*

*Keep development within a given budget.*

*Design is based on an already existent site for the social media service.*

## Rationale

*Chat Away already has an established appearance for their social media and the mobile app should keep a similar appearance to keep branding and recognition between the two for users.*

*Chat Away reached out to the firm to be able to outsource the development and gave the hope to stay within the budget they have for it.*

*Their main request for the mobile app is that it be useable and available on both the app store for iPhone and the Appstore for Android devices.*

**Recommendations**

*I feel that the best operating system that could be used for running the server to allow it to have the most flexibility in terms of running the software to multiple other operating systems is Windows. Windows is a very open and capable operating system that allows for many options to be chosen when it comes to designing the architecture of the server as well as when it comes to deciding what ways will be best to push information to other platforms for end users to interact with.*

*The best for storage management on a system like this would be a system that compresses the data enough that it easier to store the large number of image files and data that would have to be kept for a game of this design to work, but also not have the data compressed too much as that could cause a loss in image quality and could create problems with the users data being distorted over time due to the compression of the files.*

*The best way to create a program that could be ran in this way is to make it a light enough task for the whole program to be stored on the server and sent to the user’s device, based on which version it needs based on their operating system. This way the entire program can be stored on the server and distributed to each user as requested. The biggest downside to this method would be that the game would be unreachable if there were issues on the server end, but this would most likely be an issue anyway as no data could be reached if the servers would shut down either way.*

*When it comes to best protecting the end user’s information when interacting with the server it is best that the information on the server, regarding the user’s data, should not be able to be accessed aside from through requests sent to the server by that specific user to best keep personal data private.*