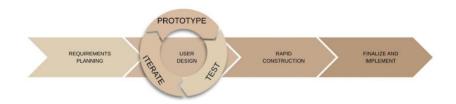
SDLC Model: RAD (RAPID APPLICATION DEVELOPMENT)



Justification:

We chose RAD methodology because our project requires fast development, flexibility and continuous user feedback. Since our system is practical troubleshooting and appointment guide, involving the client (A.D. Soreta Electronics Enterprises) throughout the process ensures the features are relevant and usable. RAD allows us to quickly prototype, test, and refine modules such as the knowledge-based troubleshooting guide and the appointment system without spending excessive time on rigid documentation.

RAD Phases Applied to Our Project:

- Requirements Planning
 Identify system goals, stakeholders, and functionalities.
 Collaborate with A.D. Soreta Electronics for feature prioritization.
- User Design
 Build prototypes of the troubleshooting guide and appointment system.
 Conduct feedback sessions with end-users.
- Construction
 Develop the knowledge base, appointment booking system, and admin features.
 Perform iterative testing and refinements.
- 4. Cutover (Implementation)

Deploy final version for A.D. Soreta Electronics. Train users and prepare documentation.

Project Gantt Chart:

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134	130	129	128	DEPLOYMENT, MAINTENANCE AND SUPPORT	127	T26	T26	T24	TESTING PHASE	T23	122	T21	T20	719	IMPLEMENTATION PHASE	718	717	716	716	714	T/3	SYSTEM DESIGN PHASE	T/2	Tri	7/10	119	REQUIREMENTS ANALYSIS PHASE	18	77	16	16	T4	13	12	T	PLANNING PHASE	TaskID
Write final report about the project	Improve the system based on user experience	Help client with any system issues	Monitor and update the system as needed	JPPORT P	Make improvements based on feedback	Let the client test the system and give feedback	Fix any errors or issues found in the system	Check if all features are working properly		Conduct unit testing on individual components	Regrate system modules and functionalities	Develop user interface and front-end components	Implement database and backend functionalities	Set up tools needed for development		Design database structure	Update changes	Present to the client	Create wireffames and mock-ups for UVUX design	Design system architechture and database structure	Learn the possible tools and technologies to be used		Confirm and analyze what needs to be included	Identify possible challenges and limitations	Ask the client what they need from the system	Study how the business works in detail		Present the title	Think for possible title of the project	Define scope and objectives	Think for possible solutions	Observe how their business operates	Explain the benefits of the system and understand their busini 02/16/25	Contact the client and schedule a meeting	Look for potential client		Task Description
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11/05/25	10/20/25	10/07/26	09/26/25		09/15/25	09/01/26	08/19/25	08/08/26		07/28/26	07A7A25	07/04/25	06/20/25	06/06/26		05/30/26	05/19/25	05/12/25	05/07/25	04/28/26	04/21/25		04/04/25	04/03/26	03/27/25	03/21/26		03/12/25	03/10/25	03/06/25	02/28/25	02/24/26	02/18/25	02/14/25	02/10/25		End date
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