

**GTA Group**

**WaterMe  
Software Architecture Document**

**Version <1.0>**

## **Revision History**

<b>Date</b>	<b>Version</b>	<b>Description</b>	<b>Author</b>
28.11.2016	1.0	First Version	Paul Giesa, Olga Akymenko, Chris Todt

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## Software Architecture Document

### 1. Introduction

#### 1.1 Purpose

This document provides a comprehensive architectural overview of the system “WaterMe”, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions which have been made on the system.

#### 1.2 Scope

This document shows the architecture of the project WaterMe.

#### 1.3 Definitions, Acronyms, and Abbreviations

Definition/ Acronym / Abbreviation	Meaning
SAD	Software Architecture Document
MVC	Model View Controller

#### 1.4 References

(n/a)

### 2. Architectural Representation

WaterMe will use the MVC-Principles. A framework is not used, because Android does not work according to MVC. The architectural representation has been converted into MVC manually.

### 3. Architectural Goals and Constraints

See section 2.

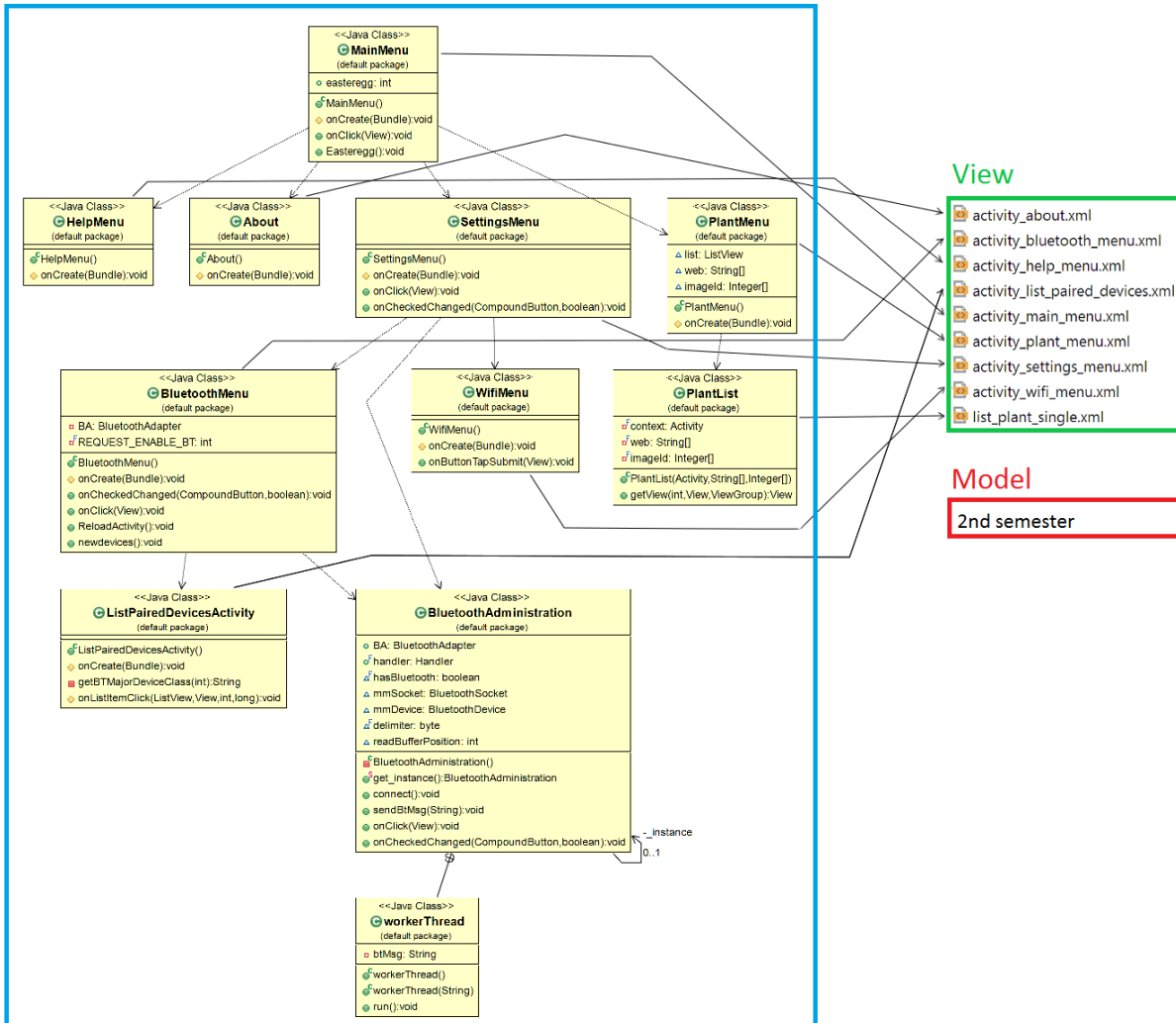
### 4. Use-Case View

#### 4.1 Use-Case Realizations

(n/a)

## 5. Logical View

## Controller



## 5.1 Overview

To be determined.

## 5.2 Architecturally Significant Design Packages

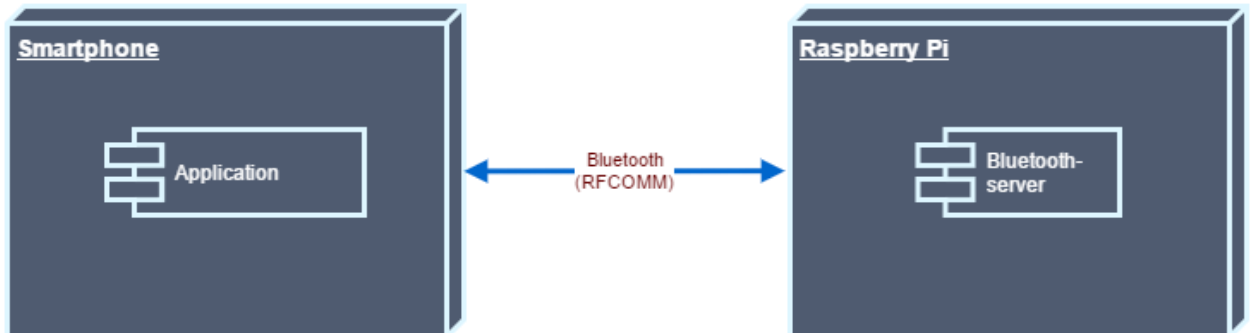
To be determined.

## 6. Process View

(n/a)

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## 7. Deployment View



## 8. Implementation View

### 8.1 Overview

(n/a)

### 8.2 Layers

(n/a)

## 9. Data View (optional)

(n/a)

## 10. Size and Performance

It is important to keep the size of the app as small as possible due to the limited storage of smartphones. Performance is desirable, but secondary because it does not influence the functionality.

## 11. Quality

Navigation standards have been used to provide awesome usability.