

# Software Structured Design & Architecture

## Project Deliverables Guidelines

(15 Points)

You are responsible to submit the deliverables for your group project in a ZIP file archive, which includes the follows. You need to demonstrate your capability and knowledge about architecture design (and implementation) via the project deliverables.

Your group has to deliver the project report that conforms to your early proposal. Note that though there is no page limit for your report, you have to keep your report as concise as possible.

**DEADLINE: 11:59pm on (Tuesday) March 14, 2017**

### 1. Project Report describes (in PDF format):

- the major capabilities and operational scenarios of your project 2
- the two or more architecture options with at least one module view and one component-connector view diagrams per option
- a list of all non-functional requirements and architecturally significant requirements (ASRs) in the format of scenarios that you have identified or assumed 2
- the class diagrams (UML) showing the classes and their associations 5
- a mapping from each component/connector to its implementing classes in the class diagram 6
- a comparison of pros and cons of each architecture option specifically for your system 7
- the rationale of your selection and decision on your architecture approaches (e.g., design concerns, and architectural patterns/tactics you chose) 8
- any other design documents if you think necessary, e.g., utility tree, sensitivity points and trade-off points 9
- how your group apply the ADD methods in your project 14
- the challenges, best practices and lessons you experienced during the project
- a summary of individual's contribution to the group project and deliverables.

### 3. Project Prototype (if any, optional):

- source code

- compiled code & executables
- a Readme.txt file with detailed instructions on: 1) your compilation & implementation platform with the version, where to download your implementation platform, how to install and configure the platform; 2) how to compile your code; 3) how to execute your system.