

# Aggregate Design Canvas

## 1. Name

## 2. Description

## 3. State Transitions

## 8. Throughput

	Average	Maximum
Command handling rate		
Total number of clients		
Concurrency conflict chance		

## 4. Enforced Invariants

## 5. Corrective Policies

## 9. Size

	Average	Maximum
Event growth rate		
Lifetime of a single instance		
Number of events persisted		

## 6. Handled Commands

## 7. Created Events