Our team has chosen to implement our product based on a three-tier software architecture pattern. A three-tier software architecture is a client-server orientated system where the user interface, business logic, and data are maintained on separate platforms. The client layer is tasked with displaying relevant information to the user and handling any information the user provides. The business layer provides the relevant information to the client layer and processes any information received from the user through the client layer. The database layer simply completes requests for storage and retrieval of data. We have chosen this architecture due to it’s maintainability and security. Having a logical and physical separation of the different layers allows maintenance to be performed on a specific system without impacting the others, for example a change of business logic would not impact the presentation layer. Having the database stored on its own system allows for enhanced security and scalability. Whilst a two-tier system might be sufficient for a small music school, implementing a three tier system allows for easier scalability.