Code Challenge : WPFSoldier Tracker

**About this Document**

This Document is intended to show the Architecture and ERD Design of the WPFSolder Application.

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WPFSoldierTracker - Architecture Documentation

#### 1.  Introduction

##### 1.1 Purpose

This document provides a comprehensive architectural overview of the system, 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 Software Architecture Document provides an architectural overview of the WPF Soldier Tracker Application. The Application is used as a demo to track soldier Positions on a map.

#### Architectural Representation

This document presents the architecture as a series of views; use case view, logical view, process view. There is no separate implementation view described in this document. These are views on an underlying MVVP model developed using WPF and Microsoft Entities.

#### 3.  Architectural Goals and Constraints

There are some key requirements and system constraints that have a significant bearing on the architecture. They are:

1. The System shall display the Soldiers on a Map
2. The Interface is defined and can be consumed from JSON
3. The software shall only used the prosposed software.
4. All performance and loading requirements should be taken into account to make this as fast as possible,

#### 4.1  Architecturally-Significant Use Cases

#### 4.2  Entity Model Diagram Please see CodeMap1.dgml Included in Project

