When we started deliverable 2, we sat down and designed how we were going to build our system. Our approach to the design was fueled by how we would code it and where the control flow was. Creating classes and then trying to tie them together led to classes being created that were all interdependent. Our system was designed such that if one thing was to be changed, many classes had to be changed.

With our new design we started with a more modular approach. Using our sequence diagrams as a starting point, we drew out all of the objects that we had mentioned in deliverable 1 and how they were connected based on our sequence diagrams. Once we had them all in front of us we were able to group classes based on functionality. We designated subsystems based on what a group of classes did, and what services they provided.

Our new system design is much superior to our old one. In our old one we had one class that controlled the whole system. All actions that were done were done through it. In our new design, systems are separated from one another such that if one were to change, it would leave the others unaffected. Our new system also fits into specific architectural styles and design patterns easily.