Requirements for the Blog Article (System Design, 28.05.)

* Behavioral/Interaction Diagrams

• show behavioral diagrams for at least two use cases you elaborated (one of them should be an interaction diagram)

* Class Diagrams

• describe an overview of all classes and their associations

• for every class, specify data types of all attributes and operation signatures using UML notation

• define the meaning of each class, operation, and attribute in plain language (kind of brief documentation)

* Design Pattern

• Does your system use any design pattern?

• Sketch at least one design pattern that you apply or that could be applied. Give reasons for the application of this design pattern!

* Development Strategy

• describe how you manage and monitor your work (i.e. dashboard, sprint planning, etc.)

* Summary of Changes

• provide an overview of key revisions such as key changes in project objectives or requirements (if any)

1.Introduction:

Hello Everyone! Welcome to our third blog of System Design. After analyzing the requirements and formulating the corresponding user stories, we are now in the design phase. This process involves defining the architecture, modules, interfaces, and data for our system to satisfy specified requirements.

We have used interaction diagrams to represent the behavior of the system and class diagrams for the classes and methods that will be used. We will introduce the design pattern which we will be adapt in our development process. We will also see the development strategy of our team and some changes that occurred in the past two weeks.

2. Behavioral/Interaction Diagrams:

* Sequence Interaction Diagram for Logging a new activity

<Diagram>

* Activity Diagram for reviewing the activity

<Diagram>

3.Representation of all classes and their associations in a class diagram

<Diagram>

Description of each class

4. Design Pattern

Explanation

<Diagram>

5. Development Strategy

To manage and monitor our work and especially our progress we stay in close contact with each other. Most importantly to mention are our regular meetings. Apart from meeting directly after the customer meeting, we also started to meet at least one more time during the week.

Meetings after the appointment with the customer are used to discuss the outcome of that meeting, new or changed information and to plan the next sprint. That includes adding user stories to the dashboard or modify existing ones. That is followed by estimating the user stories included in the next sprint and split work accordingly.

Additional meetings are set when there is a specific topic to be discussed like, e.g., how our system design should look like. Those meetings are precisely documented and to keep a general view over our progress.

When everyone has gotten his or her responsibilities for the next week we start working on the respective topic, update the other team members or ask for support via slack and move the user stories on the dashboard according to our progress.

Our experience over the last weeks is, that this approach works out pretty good for our team. Everybody gets kept in the loop, knows where possible risks are and where additional effort is necessary.

That helps us to reach optimal success in our project.

<Zenhub picture>

6. Key revisions in the project

During our team meetings, we came across few requirements which we were uncertain about. For instance, we were not sure if we need to include a calendar view in the home screen to review the activities. Likewise, what happens when a user adds more than one activity for the same time stamp. We discussed these questions with the customer and decided to go with below requirements.

1)Home screen will not have a calendar view but it should display last 10 activities.

2)User can add multiple activities with overlapping time period.