

Architecture

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3. Architecture [22 marks]:

Give diagrammatic representations (structural and behavioural diagrams) of the architecture of the team's product, with a brief statement of the specific languages (for instance, relevant parts of UML) and the tool(s) used to create these representations.

- PlantUML is used to create diagrams.

Include a systematic justification for this architecture and describe how it was initially designed and how it evolved over the course of the project.

Provide evidence of the design process followed (e.g. interim versions of architectural diagrams, CRC cards) on your team's website and link to them from your report.

Relate the architecture clearly to the requirements, using your requirements referencing for identification, and consistent naming of constructs to provide traceability (22 marks, ≤ 6 pages).