# Software Architecture

Michelle, Ephiphania and I have agreed to tackle the software Architecture aspect of the Specification requirements. So before proceeding with compiling a valid unit concerning the architectural requirements for Buzz, it is important to go over what available implementations and infrastructures there are.

In the folder, I have downloaded a few webpages that cover, in detail, the fundamentals of software development as well as the architecture behind such. We will have to elaborate on these in order to cater for the nature of Buzz. However, the documents are easy to understand and therefore making it easy to plug in what we need to do thus far. Non-necessary features will be omitted in the need-to-have section of this project.