

SOFTWARE DESIGN

PROJECT DELIVERABLES

DELIVERABLES

- Documents are part of the project's GitHub Assignment.
- Deliverable 1:
 - Vision
 - Use case model
 - Supplementary specification
 - Glossary
- Deliverable 2:
 - Analysis and design document, chapter I "Elaboration – Iteration 1.1"
- Deliverable 3:
 - Analysis and design document, chapter II "Elaboration – Iteration 1.2"
- Project Documentation:
 - Analysis and design document, chapters III "Elaboration - Iteration 2" and IV "Construction and transition".

DELIVERABLES 1

VISION

- Introduction: place the document in respect to other documents, by defining a scope, references, etc.
- Positioning: defines the problem addressed and how the product will solve it.
- Stakeholders / users: identify who your users are and who else has a stake in your product.

USE CASE MODEL

- Define the three use cases in your project:
 - Define a goal,
 - Specify which actor is driving this use case,
 - Define a success scenario from the trigger which started the use case until the goal fulfillment.
 - Optionally define extension scenarios for error conditions, failure, additional actor interactions (that are not usually carried out).
- Draw a use case diagram.

SUPPLEMENTARY SPECIFICATION

- Detail any non-functional requirements. You should mostly talk here about security and testability.
- Describe the design constraints (both those imposed by yourself and by me).

GLOSSARY

- Define any terms used throughout the other documents or the project as a whole.

DELIVERABLES 2

DOMAIN MODEL

- A very high-level class / data model diagram which defines the business domain and the concepts tackled by the system.

CONCEPTUAL ARCHITECTURE

- Define the architecture patterns / styles used and also the rationale for using them.

PACKAGE DESIGN

COMPONENTS AND DEPLOYMENT

DELIVERABLES 3

DYNAMIC BEHAVIOR

CREATE INTERACTION DIAGRAMS

CLASS DIAGRAM

DATA MODEL

TEST STRATEGY

Define what types of tests will be created, how the test will be executed, test cases.