

BCDV1011 Design Patterns for Blockchain

Presenting architectures and building a
project plan

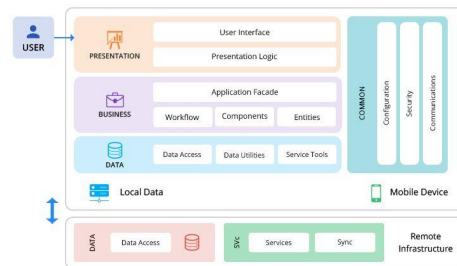
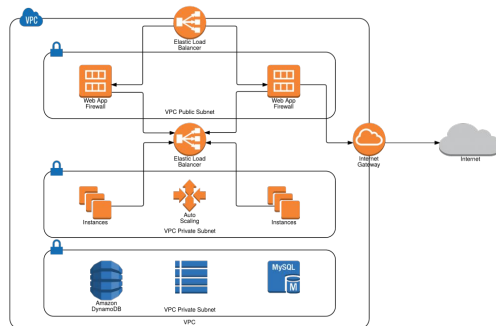
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Presenting an architecture

- Architectural document
- Flow diagrams
- State diagrams
- Data definitions

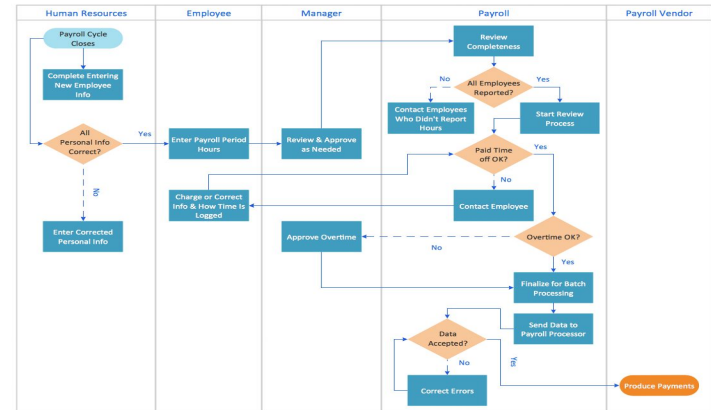
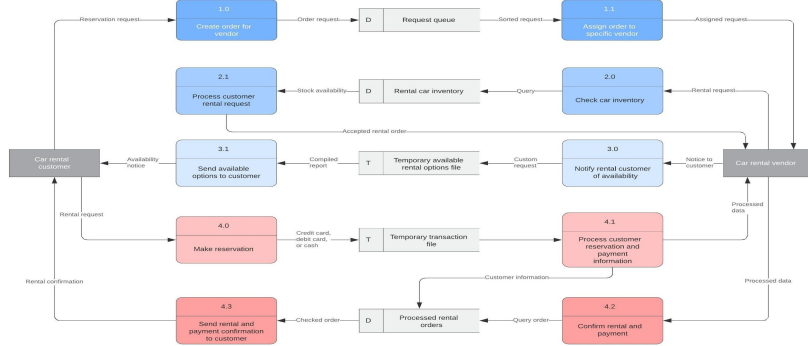
Architectural document

- Describe goals of architecture
- Start from high-level and work down
- Architectures for
 - Smart contract - data (types, names) and functions (parameters, modifiers)
 - Web/mobile app - data, functions
 - Server - microservices, integrations
- Tech stack - technologies, modules, libraries
- Hosting - cloud services, availability



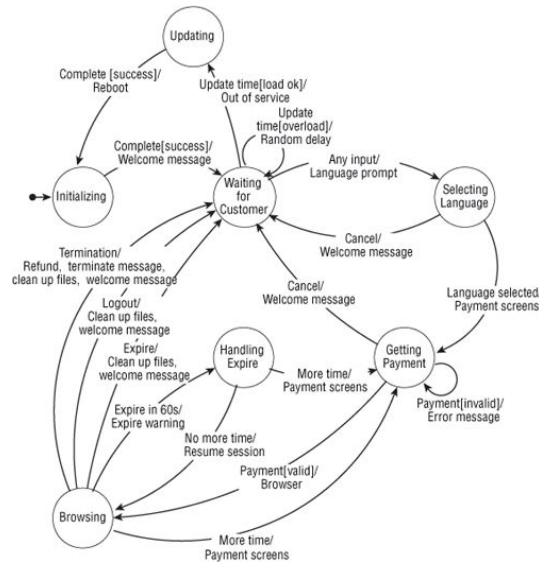
Flow diagram

- This is the start of user stories and UX design
- Explains the steps the data/user needs to go through



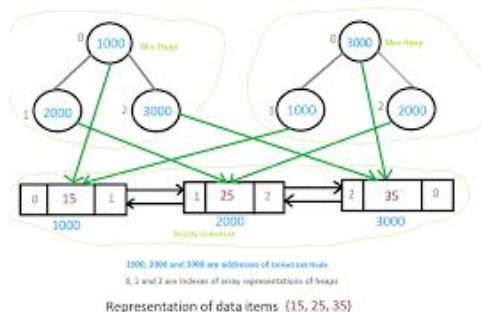
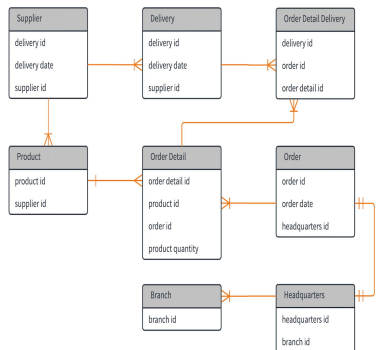
State diagrams

- Identifies the states that the state data is in and the transitions to move between them



Data definitions

- State data types and names
- Data structure explanations
- Database data dictionary
- Entity relationship diagram



Data Dictionary

Data Dictionary outlining a Database on Driver Details in NSW

Field Name	Data Type	Data Format	Field Size	Description	Example
License ID	Integer	NNNNNN	6	Unique number ID for all drivers	12345
Surname	Text		20	Surname for Driver	Jones
First Name	Text		20	First Name for Driver	Arnold
Address	Text		50	First Name for Driver	11 Rocky st Como 2233
Phone No.	Text		10	License holders contact number	0400111222
D.O.B	Date / Time	DD/MM/YYYY	10	Drivers Date of Birth	08/05/1956

Creating a project plan

- Project decomposition
- Time estimates
- Staffing
- Dependencies
- Cost estimate

Project decomposition

- List out all of the major tasks, fill in sub tasks
- Breakdown of tasks based on architecture, technology, develop type

Work Breakdown Structure

Name of Project

Project Start

Mon, Jan 2, 2017

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Level	WBS	Task Description	Notes
1	1	Phase 1	
2	1.1	Task Level 2 Description	
2	1.2	Task Level 2 Description	
3	1.2.1	Task Level 3 Description	
1	1.2.2	Task Level 3 Description	
2	1.2.2.1	Task Level 4 Description	
3	1.2.2.1	Task Level 4 Description	
4	1.2.2.2	Task Level 4 Description	
5	1.2.2.2	Task Level 4 Description	
6	1.2.2.2	Task Level 4 Description	
4	1.2.2.3	Task Level 4 Description	
2	1.3	Task Level 2 Description	
1	2	Phase 2	
2	2.1	Task Level 2 Description	
3	2.1.1	Task Level 3 Description	
3	2.1.2	Task Level 3 Description	
1	3	Phase 3	
2	3.1	Task Level 2 Description	

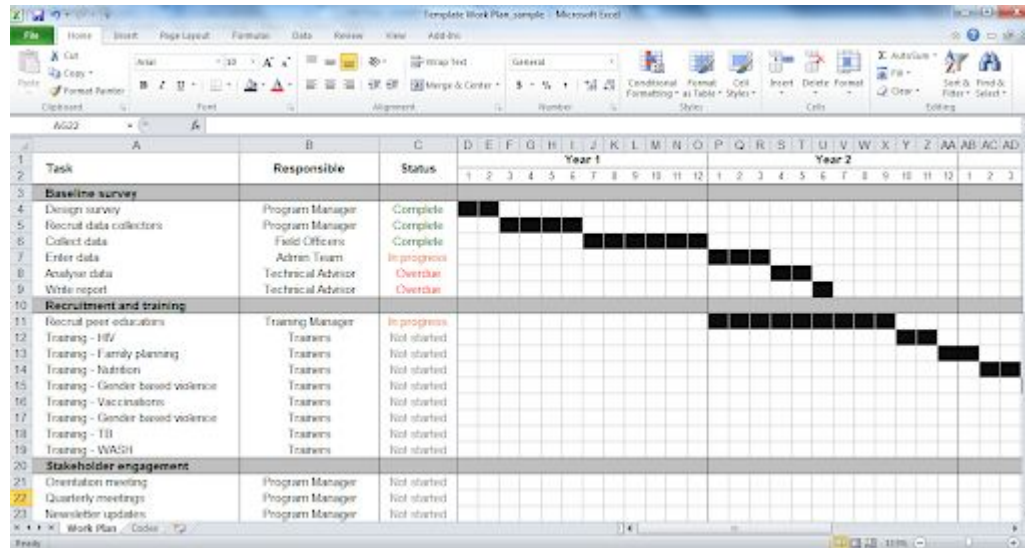
Time estimates

- Estimate how long each sub task will take

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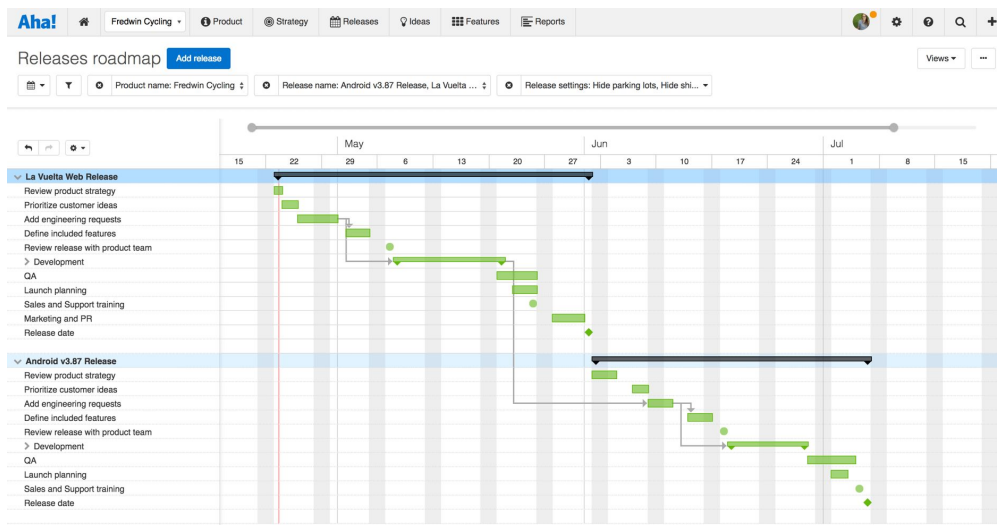
Staffing

- Assign roles to tasks
- Assign people to roles



Dependencies

- Assign tasks in order of dependencies
- Look for parallel development opportunities
- Find a balance in size of staff and length of time for project
- Groups of 10 are a good size to limit to



Cost and time estimate

- You now know
 - What tasks need to be done
 - How long each task takes
 - The order of tasks based on dependencies
 - Who is doing each task
- From this you can give a time and cost estimate (based on what you are paying people)

* Software development			
Contractor labor estimate	3000	\$150	\$450,000
Project team member estimate	1920	\$75	\$144,000
Total labor estimate			\$594,000
Function point estimate	Quantity	Conversion Factor	Function Points
External inputs	10	4	40
External interface files	3	7	21
External outputs	3	5	15
External queries	3	4	12
Logical internal tables	6	10	60
Total function points			148
Java 2 language equivalency value			46
Source lines of code (SLOC) estimate			6,808
Productivity *KSLOC*Penalty (person months)	30.266		
Total labor hours (160 hours/month)	4,842.551		
Cost/labor hour (\$120/hour)	\$120		
Total software development estimate	581,106.09		