Explanation Team 57

For the design of our project, we choose to use the MainWindow object as the main boundary and control object. We also created another object called HeartWaveControl to act as a secondary control object that would get the requests for the MainWindow object and pass it on to the settings and coherence objects. The settings object is used to simply store the current settings of the device. The coherence object doesn’t store anything, it simply is used as a separate layer to calculate stuff if the coherence score is high, medium, or low based on the current challenge level. The logHistory object is directly used by the MainWindow object and its sole purpose is to manage the logs within the device. For the design of the overall project the MainWindow object is used as the mediator as the user only interacts with the MainWindow object. The Window will either perform the task itself or call on the HeartWaveControl and or logHistory to perform the tasks then provide a return depending on the function. The HeartWaveControl object is used to pass on information from the settings and coherence object to the MainWindow object. Many of the tasks are performed by the MainWindow object.