

# Software Design Description (SDD)

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## Based on IEEE 1016 – Adapted for Student Projects

Project Title: [Enter Project Name]

Team Name & Members: [List Members]

Advisor: [Instructor Name]

Version: [e.g., 1.0]

Date: [dd-mm-yyyy]

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- 1. Introduction
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## 1. Introduction

- Define the purpose of this Software Design Description (SDD).
- State the intended audience (developers, testers, instructor).
- Provide references to related documents (SRS, SPMP).

## 2. System Overview

- Provide a high-level description of the system.
- Include design strategy, architectural style (e.g., layered, client-server).
- Provide a context diagram if possible.

### 3. Design Considerations

- State assumptions, constraints, design goals, and trade-offs.
- Example: Technology choices, performance constraints, portability.

### 4. Architectural Design

- Provide an overall system architecture with diagrams.
- Show major components/modules and their interactions.
- Example diagrams: Component diagram, deployment diagram.

[Insert architecture diagram here]

### 5. Detailed Design

- Provide a detailed description of each module/component.
- Include inputs, outputs, algorithms, and interactions.
- Example diagrams: Class diagram, sequence diagram, activity diagram.

Module Name	Responsibilities	Inputs/Outputs	Notes / Diagrams
<b>Example:</b> <b>Authentication Module</b>	Handle user login/logout	Input: Username/Password   Output: Auth Token	See Sequence Diagram

### 6. Data Design

- Describe the data structures and databases.
- Provide ER diagrams or schema definitions.
- Example: Tables for Users, Roles, Permissions.

### 7. External Interfaces

- Define how this system interacts with external systems.
- Describe APIs, libraries, hardware devices, and communication protocols.

### 8. Appendices

- Glossary of terms.
- Supporting diagrams (architecture, ERD, UML).
- References to standards, books, or articles.

## Evaluation

*To be completed by the instructor or supervisor.*

### 6. Project SDD Report (36 points / 6 marks) – Week 13

Section	Excellent (Full Points)	Good (75%)	Fair (50%)	Poor (25% or below)	Points
<b>1. Introduction</b> (3 pts)	Purpose, scope, audience, and references are clearly explained and aligned with SRS.	Covers most parts but some vague.	Minimal explanation of purpose/scope.	Missing or irrelevant.	/3
<b>2. System Overview</b> (4 pts)	High-level architecture and design strategy clearly described with diagrams (e.g., context, layered).	Basic overview given, limited diagrams.	Vague overview, no clear design rationale.	Very poor or missing.	/4
<b>3. Design Considerations</b> (5 pts)	Assumptions, constraints, goals, and trade-offs are well-identified and justified.	Most elements present, some weak.	Limited mention of goals or constraints; unclear trade-offs.	Missing or irrelevant.	/5
<b>4. Architectural Design</b> (8 pts)	Comprehensive architecture description with diagrams (component, deployment). Clear decomposition and interactions.	Most elements present but incomplete.	Limited diagrams; weak explanation of interactions.	Very poor or missing.	/8
<b>5. Detailed Design</b> (8 pts)	Each module/component described in detail (data, algorithms, I/O, interactions). UML diagrams included (class, sequence, activity).	Most components covered, some lack detail.	Few components described; diagrams minimal.	Missing or irrelevant.	/8

Section	Excellent (Full Points)	Good (75%)	Fair (50%)	Poor (25% or below)	Points
<b>6. Data Design</b> (3 pts)	Data structures, schema, and relationships clearly defined (ERD/schema included).	Some data design described, missing relationships.	Minimal mention of data structures or schema.	Missing.	/3
<b>7. External Interfaces</b> (3 pts)	Interfaces with systems/components clearly specified (APIs, libraries, protocols).	Interfaces covered but vague.	Limited or unclear description.	Missing.	/3
<b>8. Appendices &amp; Supporting Info</b> (2 pts)	Glossary, references, and supporting diagrams included.	Some appendices included.	Minimal (e.g., only glossary).	None provided.	/2