**Individual Project**

**Software Architecture Document**

**Software Engineering**

**beer.io**

**Fontys**

**University of Applied Sciences**

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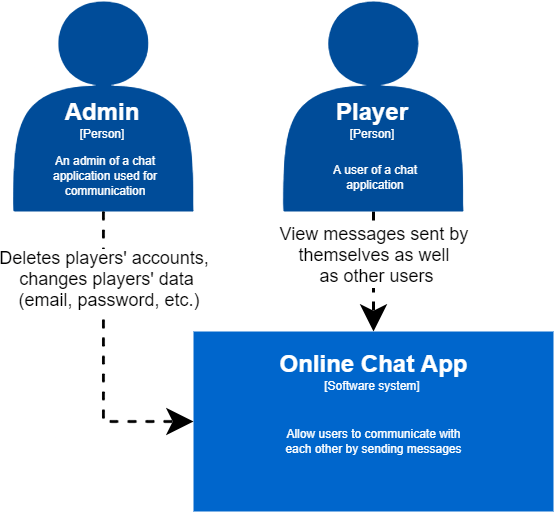
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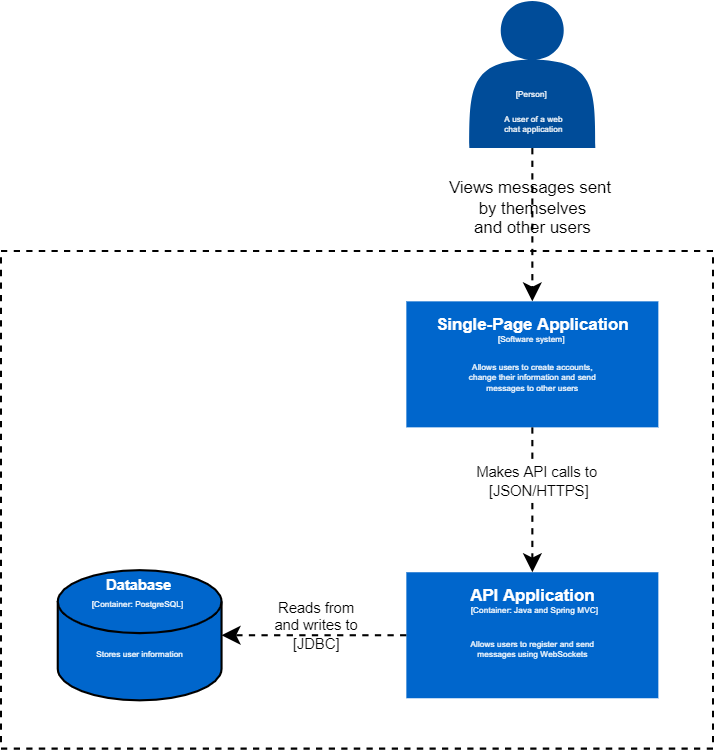
# Context diagram

The diagram shows the types of possible users. There are an admin and users, who do not have any privileges except sending messages. An admin can manage other players’ information, such as changing their login credentials and deleting accounts. A user is allowed only to send messages to the other users, as well as change their own information.



# Container diagram

The container diagram shows a structured way of how the user interacts with the application and how each container is responsible for the user’s interaction.



# Component diagram

The component diagram is a more detailed look on how a container works and how its components are structured on a lower level.



# Class diagram

# Design choices

The main design choice that had to be made during the project was to change the theme of the project.

In the beginning the project’s idea was to be an online multiplayer game. But due to the lack of time to execute the idea, it was changed to an online chat application. However, all aspects of the project are implemented and all the required tools have been used to complete the task.

In the design it was important that all the layers of the application are separated, in order to increase security.