



UNIVERSITEIT VAN PRETORIA
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YUNIBESITHI YA PRETORIA

NEO TANDEM TECHNOLOGIES



Eye Tracking

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ARCHITECTURE REQUIREMENTS

EYE TRACKING

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1 Architecture requirements

1.1 Quality Requirements

1.1.1 Scalability

Say what you want to say and repeat for each one:)

1.1.2 Performance

Say what you want to say and repeat for each one:)

1.1.3 Maintainability

Say what you want to say and repeat for each one:)

1.1.4 Reliability and Availability

Say what you want to say and repeat for each one:)

1.1.5 Security

Say what you want to say and repeat for each one:)

1.1.6 Usability

Say what you want to say and repeat for each one:)

1.1.7 Testability and Integrability

Say what you want to say and repeat for each one:)

1.2 Integration and access channel requirements

1.2.1 Access channel requirements

1.2.2 Channels

1.2.3 Protocols

1.2.4 API Specifications

1.3 Architecture constraints

The following architecture constraints have been selected by our client as being suitable for the system.

1. **Development environment:**
2. **Development platform:**
3. **Architectural frameworks:**
4. **Version control management:**
5. **Development technologies:**
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2 Architectural patterns or styles

2.1 Name of pattern or Style

Say what you want to say and repeat for each one:)

3 Architectural tactics or strategies

3.1 Name of Tactic or Strategy

Say what you want to say and repeat for each one:)

4 Use of reference architectures and frameworks

4.0.1 Reference Architecture

Say what you want to say for the reference architecture

5 Technologies

We have chose the following technologies carefully as they incorporate into one another to form a sound basis for our project to operate on.

- **Name of tech** say stuff and repeat
- **Name of tech** say stuff and repeat
- **Name of tech** say stuff and repeat
- **Name of tech** say stuff and repeat

Bibliography