ADD Step 1: Review Inputs

The first step of the ADD method includes reviewing the inputs and analysing which requirements will be further developed into drivers. The table below summarizes the inputs with the category and details.

<table>
<tr><th>Category</th><th>Details</th></tr>
<tr><td>Design purpose</td><td>This is a brownfield system, so the purpose is to update the design to a more efficient architecture using the ADD method to support the construction of the Game_Knight system</td></tr>
<tr><td>Primary functional requirements</td><td>From the use cases presented in section 1.2.1 the primary functional requirements were determined as:
UC-1: Monitor user interaction
UC-3: Display recommended film
UC-7: Create statistical analysis of game data</td></tr>
<tr><td>Quality attribute scenarios</td><td>Described in section 1.2.2 they are now examined by priority from Low-Medium-High

<table><tr><th>Scenario ID</th><th>Importance to the Customer</th><th>Difficulty of Implementation According to the Architect</th></tr><tr><td>QA-1</td><td>High</td><td>Low</td></tr><tr><td>QA-2</td><td>Medium</td><td>Medium</td></tr><tr><td>QA-3</td><td>High</td><td>High</td></tr><tr><td>QA-4</td><td>Low</td><td>High</td></tr><tr><td>QA-5</td><td>Medium</td><td>Low</td></tr><tr><td>QA-6</td><td>High</td><td>Low</td></tr></table>
From this list QA-1, QA-2, QA-3, and QA-6 are selected as drivers.</td></tr>
</table>

Constraints	All the constraints discussed in 1.2.3 are included
Architectural concerns	All the architectural concerns in 1.2.4 are included