1.4 Summary

In this report, the Game_Knight system was progressed using the ADD method to design the pre-existing application a brownfield system. The ADD method was done with three iterations with the spotlight on different properties of the system: a concern, addressing elements tied to the functionality of the system, and addressing a key quality attribute.

In the Game_Knight system the web application reference architecture was used for the structure of the system which allowed a simple implementation of the external servers and services involved in the web application. The web application structure was very well known amongst the team involved in the innovation of the system. The iterations presented illustrate how architectural concerns appear as design decisions in progression of the build.

The Game_Knight system ADD process represents how architectural concerns, principal use cases and various quality attribute scenarios can alter the architectural design. As the system continues to improve many more iterations will be required to fine tune the results. Addressing other properties is the team's next priority.