Software Design Specification

Version 1.0

Josh Row - 14093239

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# 1. Introduction

## Purpose

*This design will detail the implementation of the requirements layer out by the unit Spec*

## System Overview

*Provide a general description and functionality of the software system*

2. Design Considerations  
  
*- Describe the issues that need to be addressed before creating a design solution*

## 2.1 Assumptions & Dependencies

*- Describe any assumptions that may be wrong or any dependencies on other things*

## 2.2 Constraints

*- Describe any constraints that could have an impact on the design of the software*

2.3 System Environment  
*- Describe the systems that the software will be using and what it will be on EG SQL Server for the DB & the Software will only run on Win10 64bit Machines*

2.4 Design Methodology  
*- Describe the software design methods to be used in the creation of the software*

## 2.5 Risk and Volatile Areas

*- Are there any areas of Risk for the software being developed*

## 2.6 Goals and Guidelines

*- Describe the Goals and Guidelines for the design of the software*

# 3 Database Schema

## 3.1 Tables, Field, and relationships

*Provide a description of any new tables , fields and relationships that are needed to be created for the design.*

### 3.1.1 Databases

*- List the Databases that are needed for the design*

### 3.1.2 New Tables

*- List any new tables that will be needed, for each one includes table name, table description, and related tables*

### 3.1.3 New Fields(s)

*- List any new fields that will be needed, for each one includes table name, field name, datatype, allow null, field description*

### 3.1.4 All Other Changes

*- If any other changes are requested (Relationships, security settings, indexes, maintenance plans etc), describe what is needed here*

# 4 High Level Design

4.1 Submission Form  
*- Describe how the system works for different users*

## 4.2 User Interface Modifications

*- Any Modification that can be applied by the user list here*

# 5 Low Level Design

## 5.1 Submission Form

### 5.1.1 Record Changes

*- How to go about filling out and editing a created record on the system*

### 5.1.2 Submit Button

*- All users to be able to fill and submit a competed report form.*

### 5.1.3 Cancel Button

*- Requires a Lead signoff to cancel a report in progress*

### 5.1.4 Automatic PAYE

*- Automate the Pay Role system based on logged times and member on shift*

### 5.1.5 Leaderboard Display

*- All Centre Stats to be display on a big screen.*

### 5.1.6 Other Changes

*- Any other smaller changes*

# 6 User Interface Design

## 6.1 Application Controls

*- Detail all the common behaviour that all the screens will have.*

*- Look and Feel*

*- Details such as menus, popup menus, tool bar, status bar etc*

## 6.2 Screen N

*- Illustrate all major UI elements and describe the behaviour of them and the state changes that the user will experience.*

### 6.2.1 Workflow Reports

*- Is the system easy to navigate and clear to what you are asking the user to do*