High Level Design

ORGANIZE IT

version 1.2

30.11.2023

Document history

Version	Status	Date	Responsible person	Reason for change
1.0	Created	30.11.2023	Colic, Mezgolits, Nassar	Meeting
1.1	Edited	3.12.2023	Colic	Introduction, Server Overview
1.2	Edited	5.12.2023	Colic	Table of content format

Abbreviations

Table of contents

1.   Introduction

1.1.   Purpose

The purpose of "ORGANIZE IT" is to have a multiplatform software designed to streamline task management in today's dynamic digital landscape. With the uprising in remote work and the need for seamless multi- and inter-platform communication, "ORGANIZE IT" addresses the challenges of staying organized and synchronized across various engagements.
Its primary goal is to enhance productivity by providing a unified hub where tasks and notes can be managed, shared and synchronized effortlessly among multiple parties.

[Von Ariks SRS introduction übernommen und gekürzt]

1.2.   System Overview

The two main components of ORGANIZE IT will be the front- and backend. [Backend noch fraglich wie]

1.3.   Definitions

[Brauchen wir das?]

1.4.   Operating Conditions

ORGANIZE IT is a multiplatform software, that means that it will be compatible for mobile devices (iOS, Android) and desktop devices (Windows, MacOS (?)).

1.5.   Document Overview

This High Level Document contains following subjects:
- Introduction including the purpose of ORGANIZE IT and a short summary of the system
- An overview of various components with their role and functionality
- A class diagram, an activity diagram and a sequence diagram

2.   *Server* Overview

2.1.   Role of *Server(?)* in the Overall System

The Server(?) is used to enable communication and interactive actions for the users. Without a Server(?), ORGANIZE IT would not be synchronizable, meaning that users could not work together.

2.2.   Functionality

[Recherche notwendig was wir letztendlich als "Server" benutzen]

3.   Detailed Design

3.1.   Architecture

Server: HTML stateless API oder WebSocket?

3.2.   UML Diagrams

3.2.1. Class Diagram

3.2.2. Activity Diagram

3.2.3. Sequence Diagram

4. Appendix