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**

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# Introduction

## 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]

## System Overview

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

## Definitions

[Brauchen wir das?]

## 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 (?)).

## 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

# *Server* Overview

## 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.

## Functionality

[Recherche notwendig was wir letztendlich als “Server” benutzen]

# Detailed Design

## Architecture

Server: HTML stateless API oder WebSocket?

## UML Diagrams

### Class Diagram

### Activity Diagram

### Sequence Diagram

# Appendix