

System Design Document for Habba

Grupp 15

**Johannes Gustavsson, Nils-Martin Robeling, Li Rönning,
Alexander Selmanovic, Jian Shin, Camilla Söderlund**

Objektorienterat Programmeringsprojekt TDA367
Chalmers tekniska högskola
Sverige
October 2018

1 Introduction

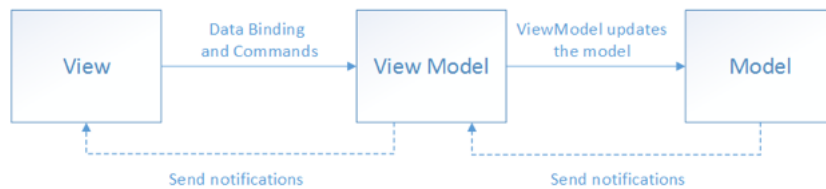
This document describes the design choices made when constructing the android application Hubba.

1.1 Definitions, acronyms, and abbreviations

- **Habit:** A habit is an action that the user wants repeat and keep track of. For example washing their face every morning or water the plants once every week.
- **Group:** A user can be a part of a group of users. In this group they can have common habits if they for example want to work out two times a week and keep each other motivated.
- **Achievement:** When users have a number of habits or have performed their habits a number of times they unlock achievements.

2 System architecture

The system is constructed according to the Model-View-ViewModel (MVVM) pattern, an overview of the pattern can be seen in the figure below.



2.1 Subsystem decomposition

2.2 "first component"

2.3 "next component"

3 Persistent data management

4 Access control and security

Referenser