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COS301 Mini Project Functional Architecture Requirements

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Git repository link:

[https://github.com/thinusn/
COS301MiniProjectArchitectureRequirements](https://github.com/thinusn/COS301MiniProjectArchitectureRequirements)

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1 Introduction

This document was compiled by our group during our meetings and was produced as a whole by the team.

This document contains specifications of the software architecture requirements. This is the infrastructure upon which the application functionality will be developed. The following non-functional requirements are addressed in depth with supporting diagrams (when necessary):

- Access and Integration requirements.
- Architectural responsibilities.
- Quality requirements.
- Architecture constraints as specified by the client.

2 Architecture requirements

2.1 Architectural scope

2.2 Critical quality requirements

2.2.1 Scalability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.2.2 Security

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.2.3 Usability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.2.4 Integrability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.3 Important quality requirements

2.3.1 Performance

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.3.2 Plug-ability(Maintainability)

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.3.3 Monitor-ability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.4 Nice to have quality requirements

2.4.1 Reliability and Availability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.4.2 Testability

Description:

Justification:

Mechanism:

1. Strategy:
2. Architectural Pattern:

2.5 Integration and access channel requirements

2.6 Architectural constraints

3 Architectural patterns or styles

4 Architectural tactics or strategies

5 Use of reference architectures and frameworks

6 Access and integration channels

7 Technologies