Emergent Architecture Design (draf
StandUp Game

f 30th April 2015

Delft University of Technology

Nick Cleintuar, 4300947
Martijn Gribnau, 4295374
Jean de Leeuw, 4251849
Benjamin Los, 4301838
Jurgen van Schagen, 4303326

Contents

1 Introduction

1.1 Design Goals

1.1.1 Availability

The application should be developed in such a way that we always have a working version on our main repository. When the development of the application is completed, it should have as much up time as possible.

1.1.2 Manageability

New kinds of events should be able to be added without change to the architecture of the application.

1.1.3 Performance

Input by the user should be able to be handled with minimal latency.

1.1.4 Reliability

The application should be tested thoroughly, as a high coverage generally indicates some sort of reliability.

1.1.5 Scalability

With additional users, the server stress should increase linearly.

1.1.6 Securability

Within the application, it should not be able for third parties to change the amount of rewards awarded. Also, it should not be able for third parties to be able to retrieve user information.

2 Software Architecture Views

2.1 Subsystem decomposition

2.2 Hardware/Software mapping

2.3 Persistent data management

2.4 Concurrency

While a player is completing events the timers should continue.

3 Glossary