



“CS 386 HoloLens Project” by Stephen White, Jack Garrard, Colton Nunley, Daniel Williamson, and James Todd

Github Link: <https://github.com/Swhite9478/CS386-HoloLens-Project>

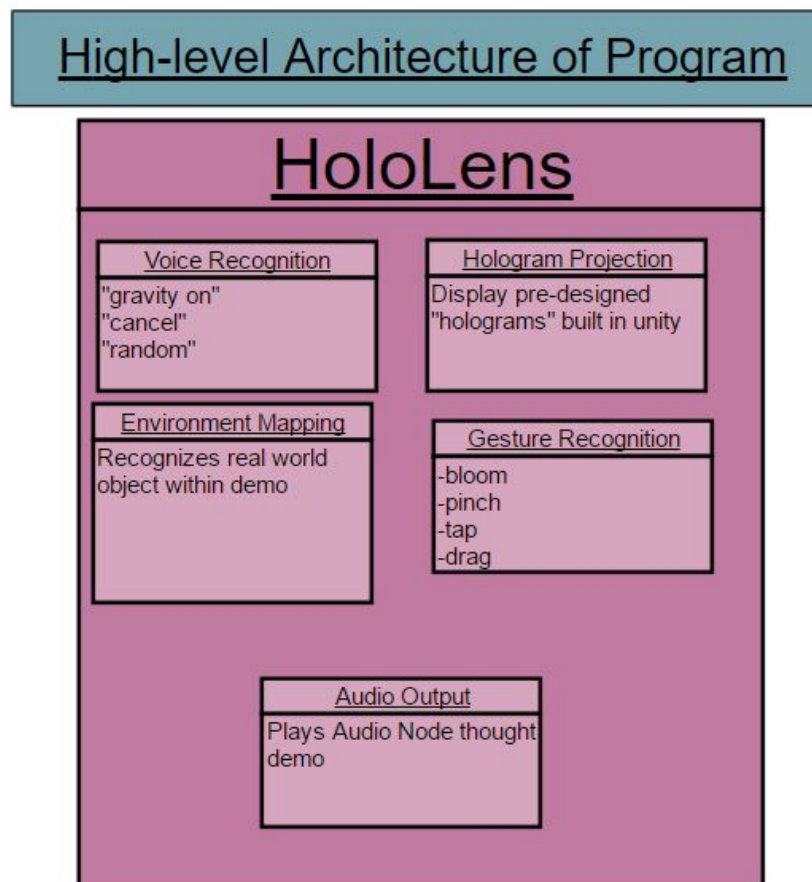
Trello Link: <https://trello.com/invite/b/z5QYDqJx/77df811166edfedfdc5a11206a15c38a/public-board>

CS 386 Software Engineering, Spring 2017

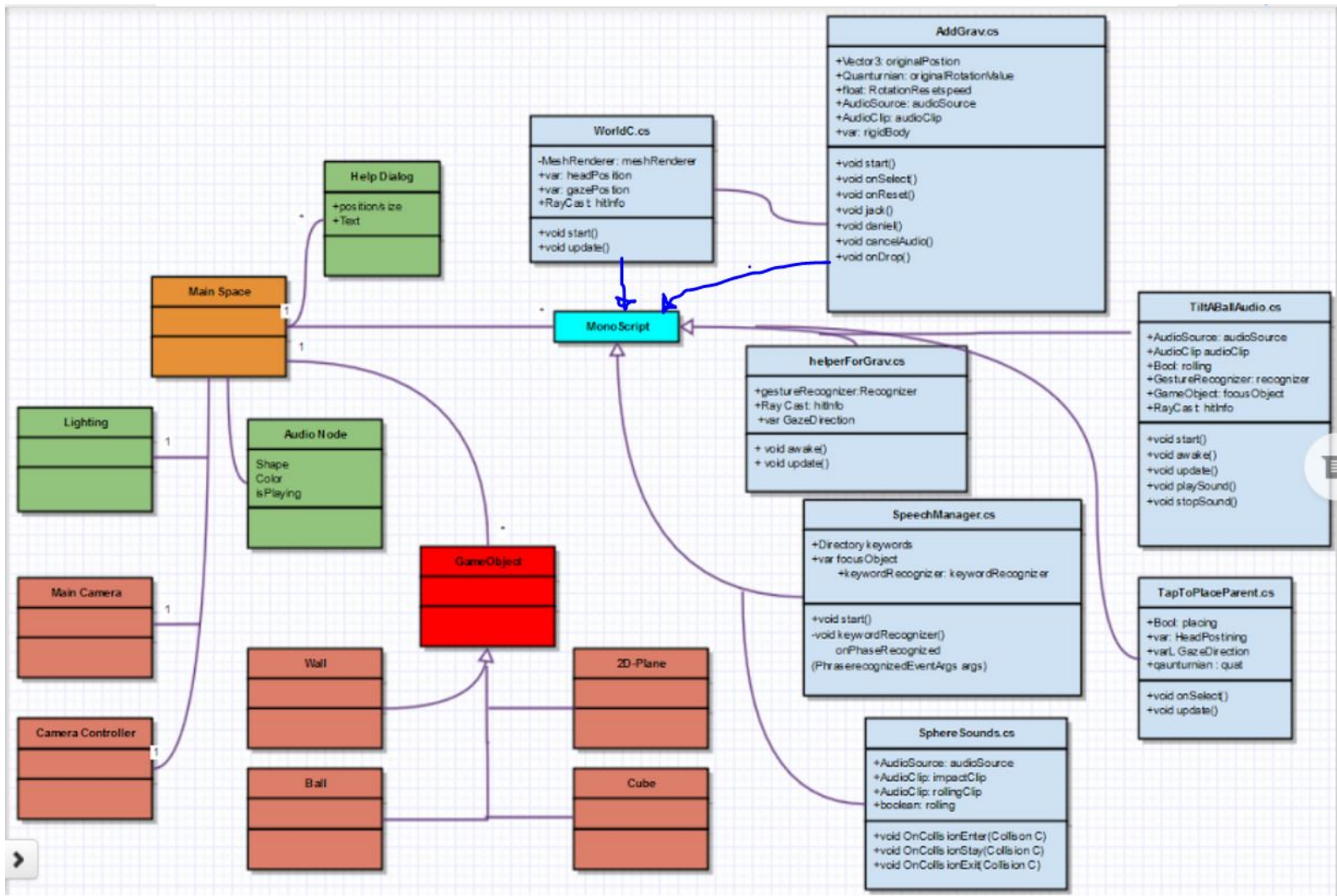
Instructor: Marco Gerosa

## Deliverable 5: Design

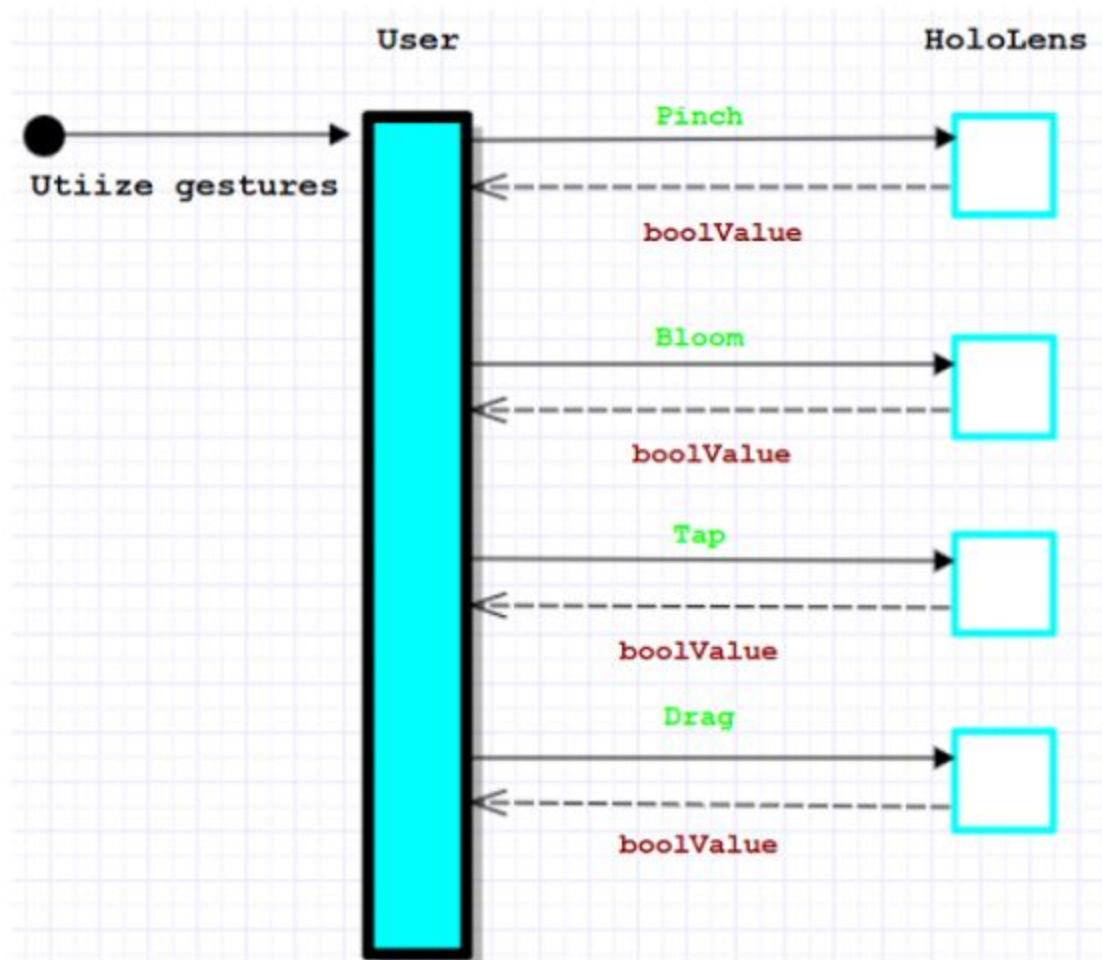
### - *High-Level Architecture* -



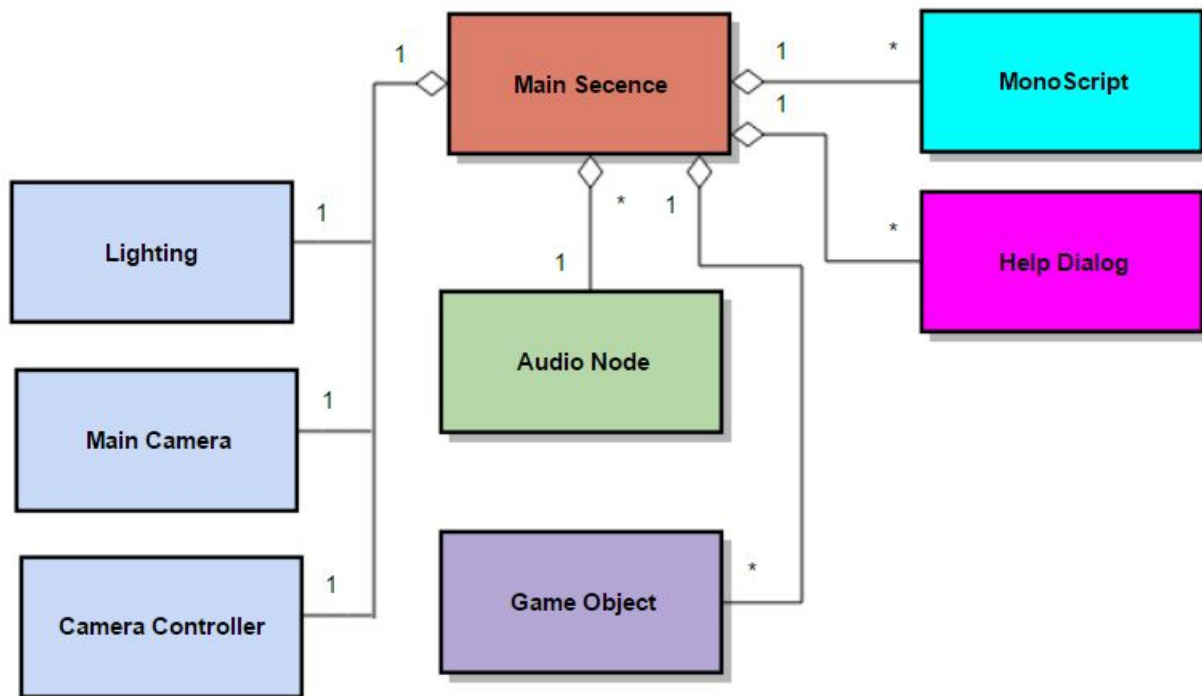
# - Refined Class Diagram -



- Sequence Diagram -



- UML Class Diagram -



## *- Group Member Participation -*

- *Stephen White:*
  - *Communicated through slack.*
  - *Managed the team in person and online*
  - *Directed the creation of all parts of the deliverable*
  - *Contributed concepts and ideas on the refinement of our original class diagram*
  - *Brought smiles to all*
- *James Todd:*
  - *Communicated through slack.*
  - *Help making the diagrams*
  - *Used a diagram tool to make the diagrams on the computer.*
  - *Kept the team's mood up*
- *Daniel Williamson:*
  - *Communicated through slack.*
  - *Helped create diagrams.*
  - *Helped design diagrams.*
  - *Pulled the team together.*
  - *Took charge till the end.*
  - *Contributed concepts and ideas on the refinement of our original class diagram*
- *Jack Garrard:*
  - *Communicated through slack.*
- *Colton Nunley:*
  - *Communicated through slack.*
  - *Brought food for team members*
  - *Created graphic versions of Sequence and Refined class diagrams*