Design document

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**Project: Video call system**

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| **Versions** | **Date** | **Description** |
| **0.1** | **19 Sep 23** | **Initial document** |
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# Introduction

This document covers all the technical aspects of this project, including its structure and the design decisions made throughout the development. It helps to further reflect on the design choices within this project. By doing so, it helps with planning how everything should be configured and address any potential development challenges. Additionally, it helps in conveying the intended design to other developers, ensuring a shared understanding and agreement on the design approach. Some information may refer to other documents where the information is fully detailed. This document helps bring clarity to the project for future developers and project managers who may utilize it and is intended for technical people.

The project's objective is to create two or three solutions for a video call system within the PRAS application.

# Context

This is to give general information about the project. What’s the project about and from whom. For context, please refer to the **Project Plan** document, on ‘*1.1 Context*’.

# Goals

This is to give information over what the project is trying to achieve and what the purpose of the project is. For the goals of this project, please refer to the **Project Plan** document, on ‘*1.2 Goal of the project*’.

# Scope

This is to define what needs to be delivered for the entire project, to ensure clarity for all stakeholders. The scope of the project can be found in the **Project Plan** document, on ‘*1.3 Scope and preconditions’*.

# User story

The user story describes the functionality of the product, the expected behavior, and the required components. You can find the user stories in the **User Story** document.

# Wireframe

The purpose is to present the user interface to all the stakeholders and reach an agreement on the product’s visual design. It also provides detailed description of each component on the wireframe. The wireframes can be found in the **Wireframe document**.

# C4 Architecture Diagram

Purpose of this is to design the internal structure of the product before coding, in doing so the developers working on this project knows how the product is structure.