

## **Design Document**

**November 17 2016**

### **Abstract**

The Forge VR Explorer branches from an Autodesk prototype project called Vrok-It, which is a simple web-based 3D model viewer and mobile virtual reality (VR) explorer. The project will expand upon its ability to display uploaded 3D models in browser and in VR, and improve its accessibility. Conventionally, viewing 3D models in VR is a challenge if you have model files on many devices, or have a headset that only works in conjunction with a smart-phone. The Forge VR Explorer aims to do this by utilizing a web-based software that uses the features of the Autodesk Forge API. The project will also be expanded with new ideas and stretch goals as the project is developed.

## TABLE OF CONTENTS

<b>1</b>	<b>Overview</b>	<b>4</b>
1.1	Scope . . . . .	4
1.2	Purpose . . . . .	4
1.3	Intended audience . . . . .	4
1.4	conformance . . . . .	4
<b>2</b>	<b>Definitions</b>	<b>4</b>
<b>3</b>	<b>Conceptual model for software design descriptions</b>	<b>4</b>
3.1	Software design in context . . . . .	4
3.2	Software design description within the life cycle . . . . .	4
<b>4</b>	<b>Design description information content</b>	<b>4</b>
4.1	Introduction . . . . .	4
4.2	SDD identification . . . . .	4
4.3	Design stakeholders and their concerns . . . . .	4
4.4	Design views . . . . .	4
4.5	Design viewpoints . . . . .	4
4.6	Design elements . . . . .	4
4.7	Design overlays . . . . .	5
4.8	Design rationale . . . . .	5
4.9	Design languages . . . . .	5

<b>5</b>	<b>Design viewpoints</b>	<b>5</b>
5.1	Introduction . . . . .	5
5.2	Context viewpoint . . . . .	5
5.3	composition viewpoint . . . . .	5
5.4	Logical viewpoints . . . . .	6
5.5	Dependency viewpoint . . . . .	6
5.6	Information viewpoint . . . . .	6
5.7	Patterns use viewpoint . . . . .	7
5.8	Interface viewpoint . . . . .	7
5.9	Structure viewpoint . . . . .	8
5.10	Interaction viewpoint . . . . .	8
5.11	State dynamics viewpoint . . . . .	8
5.12	Algorithm viewpoint . . . . .	8
5.13	Resource viewpoint . . . . .	8

# **1 OVERVIEW**

## **1.1 Scope**

## **1.2 Purpose**

## **1.3 Intended audience**

## **1.4 conformance**

# **2 DEFINITIONS**

# **3 CONCEPTUAL MODEL FOR SOFTWARE DESIGN DESCRIPTIONS**

## **3.1 Software design in context**

## **3.2 Software design description within the life cycle**

### 3.2.1 Influences on SDD preparation

### 3.2.2 influences on software life cycle products

### 3.2.3 Design verification and design role validation

# **4 DESIGN DESCRIPTION INFORMATION CONTENT**

## **4.1 Introduction**

## **4.2 SDD identification**

## **4.3 Design stakeholders and their concerns**

## **4.4 Design views**

## **4.5 Design viewpoints**

## **4.6 Design elements**

### 4.6.1 Design entities

### 4.6.2 Design attributes

#### 4.6.2.1 Name attribute:

4.6.2.2 Type attribute:

4.6.2.3 Purpose attribute:

4.6.2.4 Author attribute:

4.6.3 Design relationships

4.6.4 Design constraints

## **4.7 Design overlays**

## **4.8 Design rationale**

## **4.9 Design languages**

# **5 DESIGN VIEWPOINTS**

## **5.1 Introduction**

## **5.2 Context viewpoint**

5.2.1 Design concerns

5.2.2 Design elements

5.2.3 Example languages

## **5.3 composition viewpoint**

5.3.1 Design concerns

5.3.2 Design elements

5.3.2.1 Function attributes:

5.3.2.2 Subordinates attributes:

5.3.3 Example languages

## **5.4 Logical viewpoints**

5.4.1 Design concerns

5.4.2 Design elements

5.4.3 Example languages

## **5.5 Dependency viewpoint**

5.5.1 Design concerns

5.5.2 Design elements

5.5.2.1 Dependencies attribute:

5.5.3 Example languages

## **5.6 Information viewpoint**

5.6.1 Design concerns

5.6.2 Design elements

5.6.2.1 Data attribute:

5.6.3 Example languages

## **5.7 Patterns use viewpoint**

5.7.1 Design concerns

5.7.2 Design elements

5.7.3 Example languages

## **5.8 Interface viewpoint**

5.8.1 Design concerns

5.8.2 Design elements

5.8.2.1 Interface attribute:

5.8.3 Example languages

## **5.9 Structure viewpoint**

5.9.1 Design concerns

5.9.2 Design elements

5.9.3 Example languages

## **5.10 Interaction viewpoint**

5.10.1 Design concerns

5.10.2 Design elements

5.10.3 Examples

## **5.11 State dynamics viewpoint**

5.11.1 Design concerns

5.11.2 Design elements

5.11.3 Example languages

## **5.12 Algorithm viewpoint**

5.12.1 Design concerns

5.12.2 Design elements

5.12.3 Processing attribute

5.12.4 Examples

## **5.13 Resource viewpoint**

5.13.1 Design concerns

5.13.2 Design elements

5.13.2.1 Resources attributes:



### 5.13.3 Examples