

Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
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30432

Online Medieval Weapon and Armour Store	Version: <1.0>
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Revision History

Date	Version	Description	Author
<4.04.2018	1.0	Domain Model, Architectural Design, Component and Deployment diagrams	Nicolae-Florian Onica

Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	

Table of Contents

I.	Project Specification	4
II.	Elaboration – Iteration 1.1	4
1.	Domain Model	4
2.	Architectural Design	4
2.1	Conceptual Architecture	4
2.2	Package Design	4
2.3	Component and Deployment Diagrams	4
III.	Elaboration – Iteration 1.2	4
1.	Design Model	4
1.1	Dynamic Behavior	4
1.2	Class Design	4
2.	Data Model	4
3.	Unit Testing	4
IV.	Elaboration – Iteration 2	4
1.	Architectural Design Refinement	4
2.	Design Model Refinement	4
V.	Construction and Transition	5
1.	System Testing	5
2.	Future improvements	5
VI.	Bibliography	5

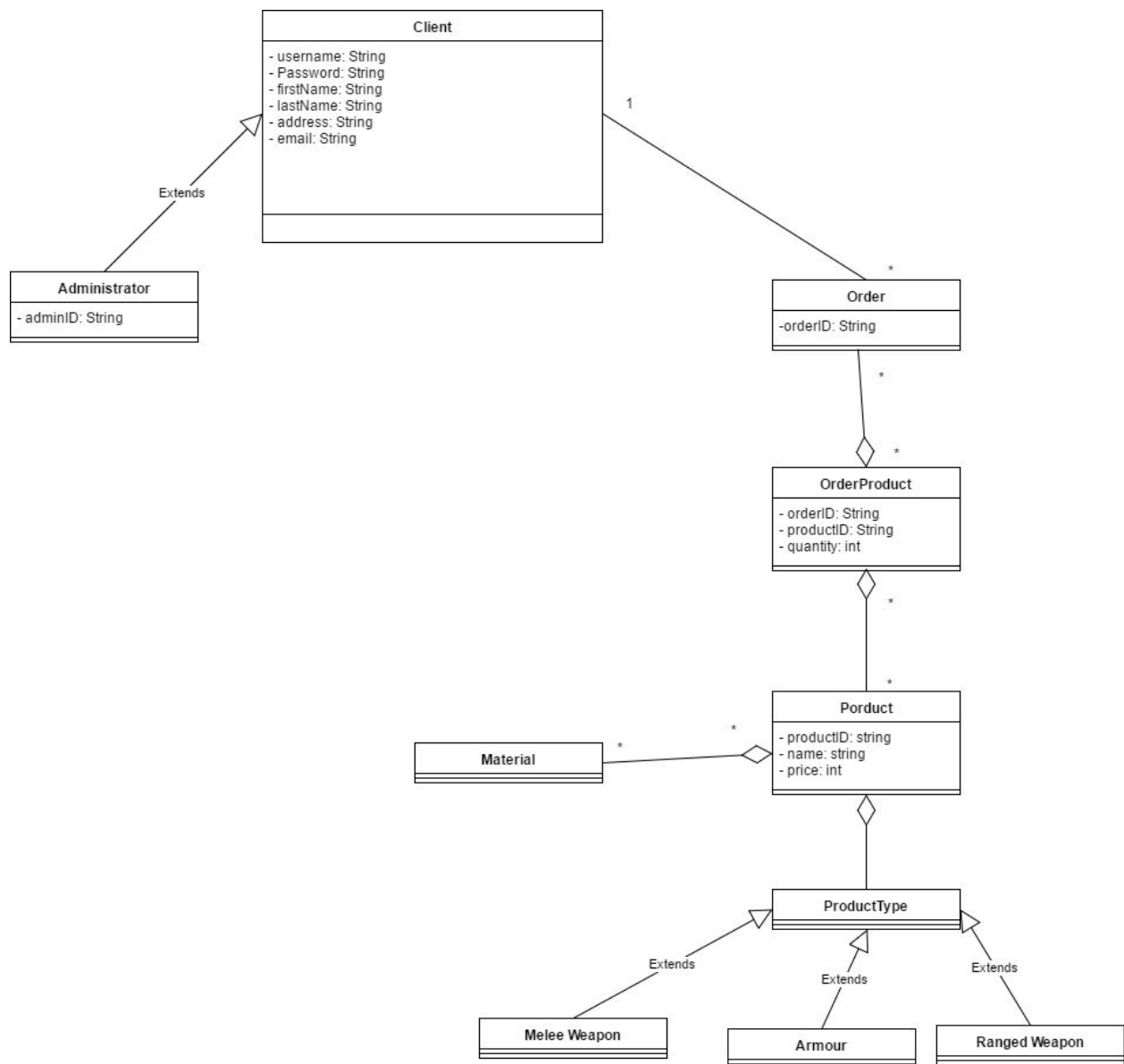
Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	

I. Project Specification

This project is an online medieval weapon and armor store that has listings of various weapons along with their features. The project allows users to buy weapons, armor or parts of them online. They can check stats, read reviews and build their own custom weapon.

II. Elaboration – Iteration 1.1

1. Domain Model

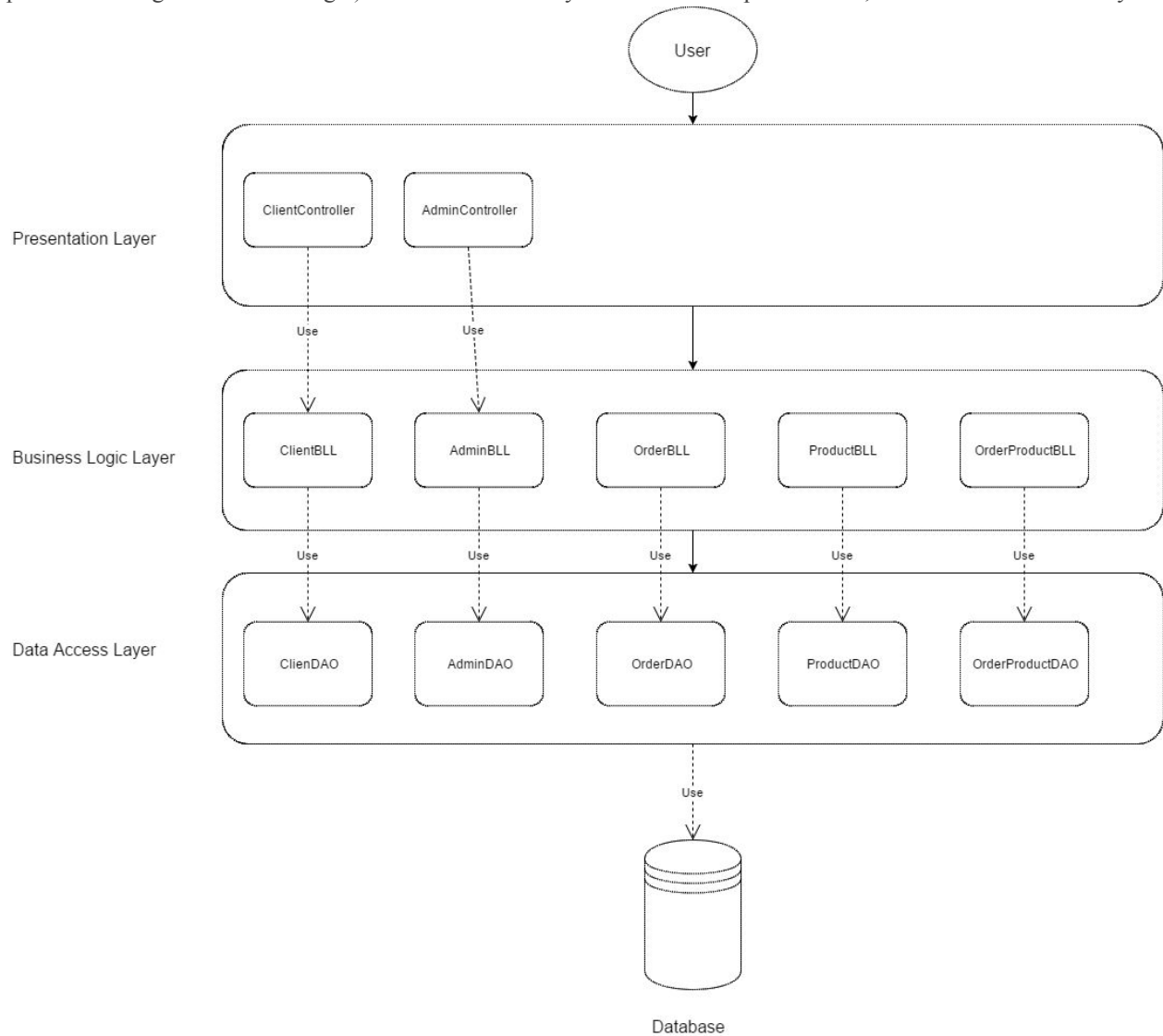


Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	

2. Architectural Design

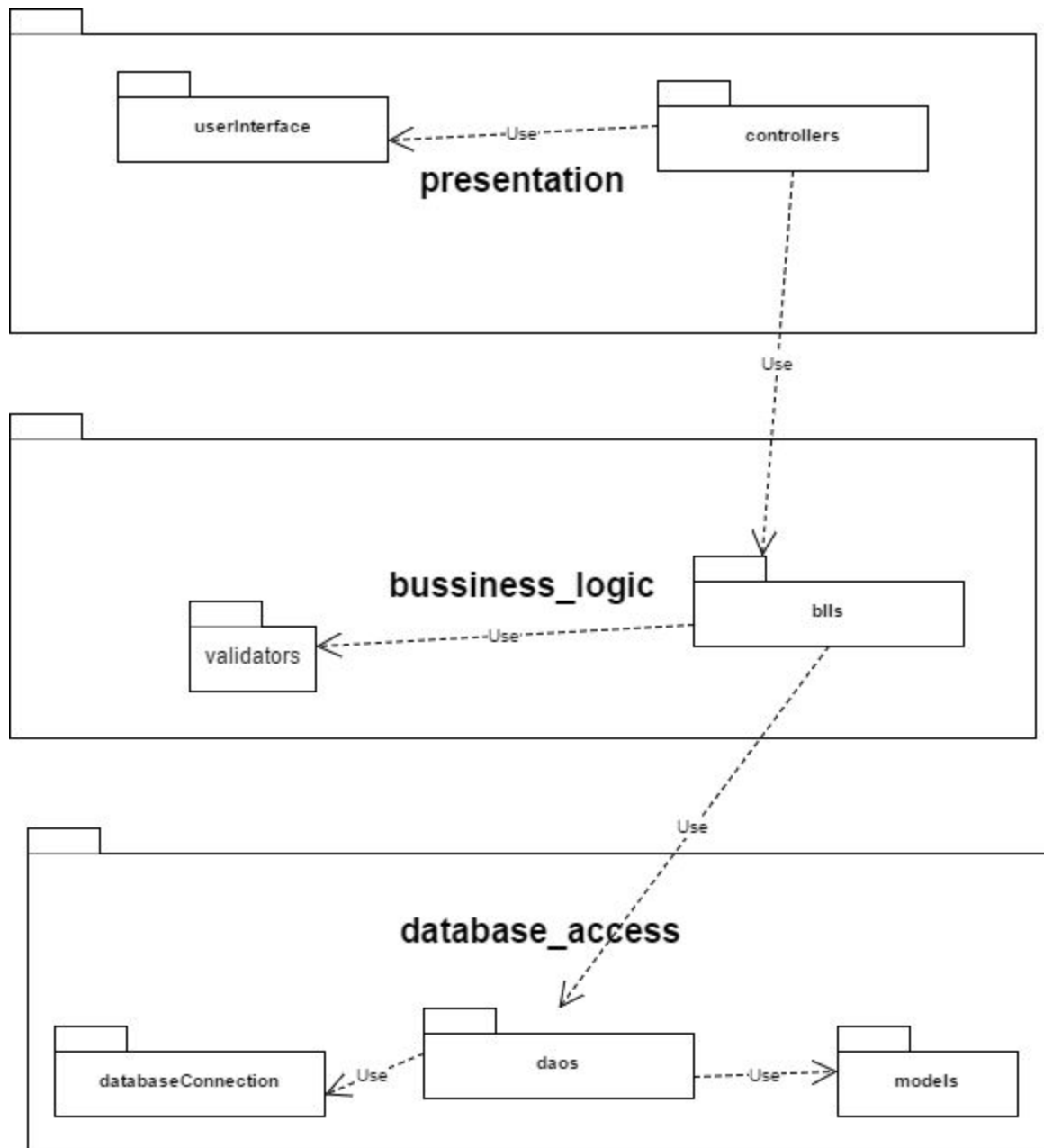
3. Conceptual Architecture

The architectural pattern used for this application is the layered architecture pattern. The components within this pattern are organized into horizontal layers, each layer performing a specific role within the application (e.g., presentation logic or business logic). In this case three layers will be used: presentation, business and database layer.



Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	

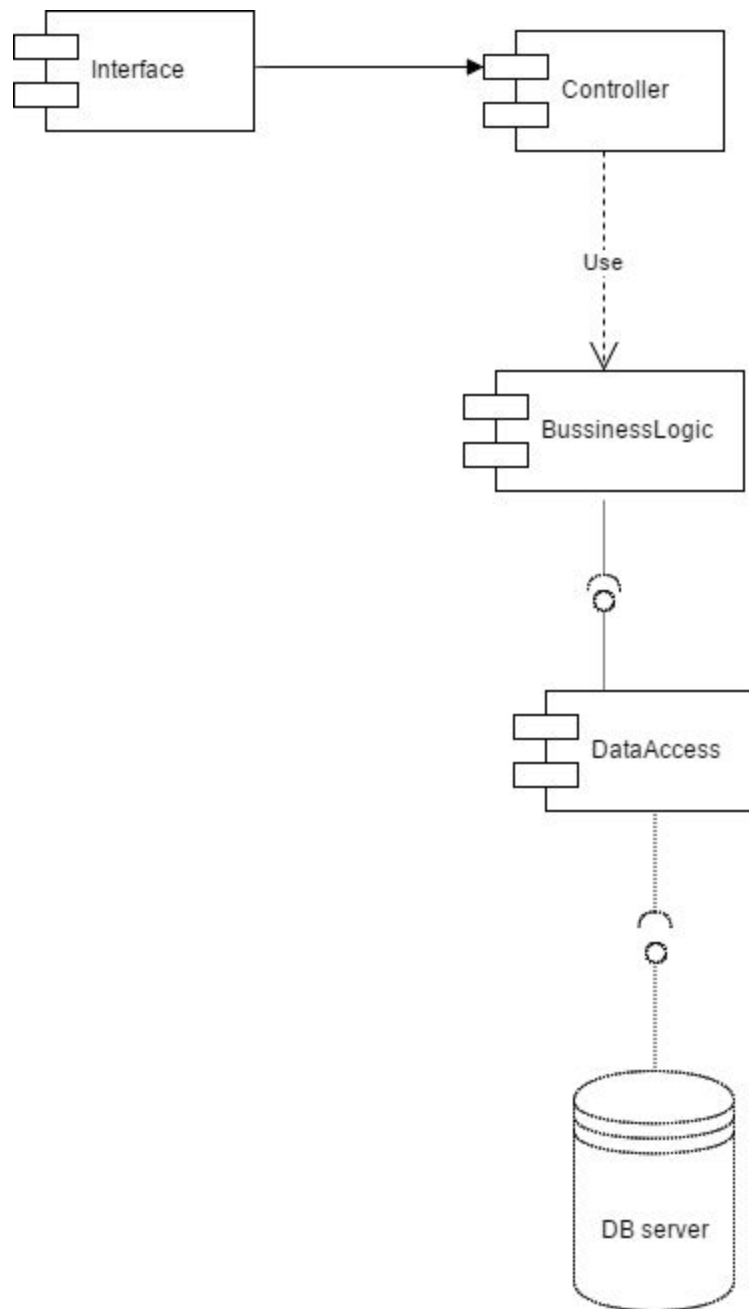
4. Package Design



5. Component and Deployment Diagrams

Component diagram

Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	



Deployment diagram

Online Medieval Weapon and Armour Store	Version: <1.0>
Analysis and Design Document	Date: 04.04.2018
<document identifier>	

IV. Elaboration – Iteration 2

1. Architectural Design Refinement

[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]

2. Design Model Refinement

[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]

V. Construction and Transition

1. System Testing

[Describe how you applied integration testing and present the associated test case scenarios.]

2. Future improvements

[Present future improvements for the system]

VI. Bibliography