A01 Deliverable

M.U.P

massively underdeveloped project

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## Introduction

The assignment consists of creating and documenting an architecture for a predefined system and in doing so learn how to transform quality goals into a practical solution.

The system is an automated test bench for use on various kinds of software. It will feed predefined input into the tested system and verifies the output, reporting any deviations. The system need to be easy to maintain and adding new features such as input types, emulation mechanics and testing techniques with minimal effort and cost.

It also needs to log all the testing data and generate this as a report containing test statistics, how to recreate the errors and the type of errors encountered.

The idea is that the system will be used in maintenance departments of software organizations with a demand for advanced and automated testing.

## Assumptions

We have assume that:

* all standard computers have an operative system that is either Windows, Unix or MacOS.
* a standard computer has at least a Giga bit network card.
* we do not emulate any software within the system, instead we channel the information through the system between the tested system and the exterior software.

## System analysis

## Conceptual View