Aggregate Design Canvas

1. Name

2. Description

3. State Transitions

4. Enforced Invariants

6. Handled Commands

8. Throughput

	Average	Maximum
Command handling rate		
Total number of clients		
Concurrency conflict chance		

5. Corrective Policies

7. Created Events

9. Size

	Average	Maximum
Event growth rate		
Lifetime of a single instance		
Number of events persisted		