

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Design Document (DD)

TRACKME

- v1.0 -

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Introduction

- 1.1 Context
- 1.2 Purpose
- 1.3 Scope
- 1.4 Definitions, Acronyms, Abbreviations
- 1.4.1 Definitions
 - Data trading: Generate revenue from user data in a much more direct way, by selling user data to a third party.

1.4.2 Acronyms

- DD: Design Document
- D4H: Data4Help
- ASOS: AutomatedSOS
- T4R: Track4Run

1.4.3 Abbreviations

• [Gn]: n-goal.

1.5 Revision history

It is important to keep track of the revisions made to this document:

Version	Last modified date
1.0	$10^{\rm th}$ December, 2018

Table 1.1: Revision history timeline

1.6 Document structure

This document is divided in six parts, each one devoted to approach each one of the steps required to apply requirements engineering techniques.

- Chapter 1 gives ...
- Chapter 2 presents ...
- Chapter 3 ...
- Chapter 4 includes
- Chapter 5 shows the effort spent by each group member while working on this project.
- Chapter 6 includes the reference documents.

Architectural design

High-level components and their interaction

- 2.1 Overview
- 2.2 Component view
- 2.3 Deployment view
- 2.4 Runtime view

You can use sequence diagrams to describe the way components interact to accomplish specific tasks typically related to your use cases

2.5 Selected architectural styles and patterns

Please explain which styles/patterns you used, why, and how

2.6 Other design decisions

User interface design

Provide an overview on how the user interface(s) of your system will look like; if you have included this part in the RASD, you can simply refer to what you have already done, possibly, providing here some extensions if applicable.

Requirements traceability

Explain how the requirements you have defined in the RASD map to the design elements that you have defined in this document.

Implementation, integration and test plan

Identify here the order in which you plan to implement the subcomponents of your system and the order in which you plan to integrate such subcomponents and test the integration.

Effort spent

Team Work			
Task	Hours		
Understanding the problem	3		
Brainstorming	2		
World and shared phenomena	2		
Definitions, acronyms, abbreviations	1		
Software system attributes	2		
Alloy coding	7		
Checking document	4		
Total	20		

Table 6.1: Time spent by all team members

Individual Work					
Diego Avila		Laura Schiatti		Sukhpreet Kaur	
Task	Hours	Task	Hours	Task	Hours
X	X	Layout	X	X	X
Total	X	Total	X	Total	X

Table 6.2: Time spent by each team member

References

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