

System Design for ProgName

Team #, Team Name

Student 1 name

Student 2 name

Student 3 name

Student 4 name

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1 Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

2 Reference Material

This section records information for easy reference.

2.1 Abbreviations and Acronyms

symbol	description
ProgName	Explanation of program name
[... —SS]	[... —SS]

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3 Introduction

[Include references to your other documentation —SS]

4 Purpose

[Purpose of your design documentation —SS]
[Point to your other design documents —SS]

5 Scope

[Include a figure that show the System Context (showing the boundary between your system and the environment around it.) —SS]

6 Project Overview

6.1 Normal Behaviour

6.2 Undesired Event Handling

[How you will approach undesired events —SS]

6.3 Component Diagram

6.4 Connection Between Requirements and Design

[The intention of this section is to document decisions that are made “between” the requirements and the design. To satisfy some requirements, design decisions need to be made. Rather than make these decisions implicit, they are explicitly recorded here. For instance, if a program has security requirements, a specific design decision may be made to satisfy those requirements with a password. —SS]

7 System Variables

[Include this section for Mechatronics projects —SS]

7.1 Monitored Variables

7.2 Controlled Variables

7.3 Constants Variables

8 User Interface

[Design of user interface. Attach an appendix if needed. Drawings, Sketches, Figma —SS]

A Interface

[Include additional information related to the appearance of, and interaction with, the user interface —SS]

B Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

- 1.
- 2.