

## Politecnico di Milano

### Master's Degree in Computer Science and Engineering

SOFTWARE ENGINEERING 2

# TrackMe Design Document

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### 1 Introduction

- 1.1 Purpose
- 1.2 Scope
- 1.3 Definitions
- 1.4 Acronyms and abbreviations
- 1.5 Revision history

Version	Log	
v.0.0	DD first draft	

#### 1.6 Reference Documents

#### 1.7 Document structure

This document uses the IEEE standards for requirement analysis documents [2] as a guideline towards a clear and logical explanation of its contents:

- Section 1 gives a brief introduction on the project to be developed.
- Section 2 describes the architectural design
- Section 3 provide an overview on how the user interface(s) of your system will look like
- Section 4 explain how the requirements previously defined in the RASD map to the design elements described in this document
- Section 5 describes how to implement the subcomponents of the system and how to integrate such subcomponents and test the integration.
- Section 6 lists the work sessions that drove this project's development, ordered by date, as the hour counter of effort spent by each group member

## 2 Architectural Design

- 2.1 Overview
- 2.2 Component view
- 2.3 Deployment view
- 2.4 Runtime view
- 2.5 Component interfaces
- 2.6 Selected architectural sytles and patterns
- 2.7 Other design decisions

3 User Interface Design

4 Requirements Traceability

5 Implementation, Integration and Test Plan

# 6 Effort spent

Date	Archetti Alberto	Carminati Fabio	Activity
12/11/2018		1	Introduction sketch

### References

- [1] Mandatory Project Assignment AY 2018-2019
- [2] IEEE 830-1993 IEEE Recommended Practice for Software Requirements Specifications
- [3] Slides of the course by Prof. Di Nitto https://beep.metid.polimi.it/
- [4] LATEX templates http://www.latextemplates.com/