Virtual Classroom (Vlass)

High Level Design

COP 4331C, Fall, 2015

## **Modification History**

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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| V0.0 | 10/15/2015 | J. Casserino | Initial Draft |

Team Name: Group 26

Team Members:

Joseph Bender [jbender94@knights.ucf.edu](mailto:jbender94@knights.ucf.edu)

Joshua Casserino [Joshua.casserino@knights.ucf.edu](mailto:Joshua.casserino@knights.ucf.edu)

Chad Armstrong [chad.armstro@knights.ucf.edu](mailto:chad.armstro@knights.ucf.edu)

Miles Friedman [milesfriedmanfl@gmail.com](mailto:milesfriedmanfl@gmail.com)

Contents of this Document

High-Level Architecture........................................................................................................

Design Issues........................................................................................................................

**High-level Architecture**

* <Provide a diagram of the major components of your system and their interfaces. >
* <Describe each interface in detail.>

**Design Issues**

<Discuss your team's evaluation of issues such as reusability, maintainability, testability, performance, portability, reuse, safety, ... Which issues are relevant to your project? What prototypes (if any) will you need to do to evaluate alternate design strategies? What technical difficulties do you expect encounter? How will you solve them? What design trade-offs did you make in your selection of the architecture? What was your rationale for selecting this architecture? What technical risks are involved in this solution?>