**BatSignal System Design Document**

Dark Knights

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**Introduction** <KL>

**Purpose**

The first three phases of the SDLC of the BatSignal project are now complete. This wonderful new application is now ready for the development phase. The System Design Document (SDD) will build off the Project Plan and System Requirements documents by providing a more detailed blueprint for the structural augmentation of the project.

**Scope**

The SDD will include three types of diagrams: design-level class diagrams, first cut sequence diagrams, and state chart diagrams. The design-level class diagrams represent the overall structure of the BatSignal system. These diagrams include the classes and their attributes and methods, which will provide a model for programmers regarding what their code needs to accomplish. The first cut sequence diagrams provide a basic overview of how BatSignal’s core functionality works and the flow of messages between the objects in a use case. The state chart diagrams represent the dynamic behavior of the system in response to internal and external stimuli as well as the transition between those states.

**Design-Level Class Diagrams and Pseudocode** <JG>

BatSignal Design-Level Class Diagram.drawio.png

BatSignal Pseudocode.dox

These files can be found in the Dark Knights GitHub repository.

**First Cut Sequence Diagrams** <JG>

BatSignal SD.drawio.png can be found in the Dark Knights GitHub repository.

**State Chart Diagrams** <BS>

BatSignal State Chart.drawio.pdf can be found in the Dark Knights GitHub repository.