

Deliverable #2 Template

SE 3A04: Software Design II – Large System Design

1 Introduction

This section should provide an brief overview of the entire document.

1.1 Purpose

- a) Delineate the purpose of the document
- b) Specify the intended audience for the document

1.2 System Description

- a) Give a brief description of the system. This could be a paragraph or two to give some context to this document.

1.3 Overview

- a) Describe what the rest of the document contains
- b) Explain how the document is organised

2 Use Case Diagram

This section should provide a use case diagram for your application.

2.1 BE1: User starts application.

BE1.1 The user presses the start button on the start screen.

BE1.2 The system will respond by bringing them to the question screen and asking them a question.

BE1.3 The user will answer yes, no or undecided to the question.

BE1.4 The system will system will ask the user another question.

BE1.5 The user will answer yes, no or undecided to the question.

BE1.6 After 21 questions, the system will respond by displaying a map to the user.

BE1.7 The user will hit done.

BE1.8 The system will ask if this was the location they were thinking of.

BE1.9 The user will answer yes it was or no it was not.

2.2 BE2: An establishment or business wants to be added to the game.

BE2.1 A new business opens or a business opens a new location.

BE2.2 The business or establishment contacts the company to inform them they wish to be added to the system.

BE2.3 The IT specialists will send them a form for the business to fill out.

BE2.4 The business owner will supply all the necessary information.

BE2.5 The business will return the form to the company.

BE2.6 The IT will verify that the information is valid and add it to the system.

BE2.7 The business is added.

2.3 BE3: Updates or maintenance of the app is required.

BE3.1 Internal management states an issue and requests an update/ maintenance.

BE3.2 Update/ maintenance is given a priority.

BE3.3 The IT specialist notifies the users that the system will update and be shut down for a certain period of time, if necessary.

BE3.4 The system will disconnect.

BE3.5 The ?problem? will be fixed.

BE3.6 The system will go back online.

BE3.7 The user will be notified if they need to update the application version.

2.4 BE4: Adding/ Removing Functionality.

BE4.1 Internal management states a function needs to be changed (added/ removed).

BE4.2 The change is given a priority.

BE4.3 Function will be added or removed

BE4.4 A small focus group is selected

BE4.5 A survey is created

BE4.6 Update is released to focus group

BE4.7 Survey is sent to focus group.

BE4.8 The update will be released depending on the results of the survey.

BE4.9 If the survey results are not favourable, the function will be under review and released again to the focus group (repeat step 5-9). Otherwise the update is released to the general public and the user is notified that they need to update the app version.

2.5 BE5: Inappropriate search.

BE5.1 A business, user or internal management recognizes that the content is inappropriate.

BE5.2 The ?object? shall automatically be hidden from other users

BE5.3 The object is given a priority

BE5.4 The object is put into a priority queue.

BE5.5 An IT will review the ?object? and make appropriate changes (remove if necessary)

BE5.6 Notification is sent to instigator saying the object has been reviewed and whether the changes were accepted.

3 Analysis Class Diagram

This section should provide an analysis class diagram for your application.

4 Architectural Design

This section should provide an overview of the overall architectural design of your application. Your overall architecture should show the division of the system into subsystems with high cohesion and low coupling.

4.1 System Architecture

- Identify and explain the overall architecture of your system
- Be sure to clearly state the name of the architecture
- Provide the reasoning and justification of the choice
- Provide a structural architecture diagram showing the relationship among the subsystems (if appropriate)

4.2 Subsystems

- Provide a brief description of each subsystem. Be sure to document its purpose and relationship to other subsystems.

5 Class Responsibility Collaboration (CRC) Cards

This section should contain all of your CRC cards.

- Provide a CRC Card for each identified class
- Please use the format outlined in tutorial, i.e.,

Class Name:	
Responsibility:	Collaborators:

A Division of Labour

Include a Division of Labour sheet which indicates the contributions of each team member. This sheet must be signed by all team members.

IMPORTANT NOTES

- Please document any non-standard notations that you may have used
 - *Rule of Thumb*: if you feel there is any doubt surrounding the meaning of your notations, document them
- Some diagrams may be difficult to fit into one page
 - It is OK if the text is small but please ensure that it is readable when printed
 - If you need to break a diagram onto multiple pages, please adopt a system of doing so and thoroughly explain how it can be reconnected from one page to the next; if you are unsure about this, please ask about it
- Please submit the latest version of Deliverable 1 with Deliverable 2
 - It does not have to be a freshly printed version; the latest marked version is OK
- If you do NOT have a Division of Labour sheet, your deliverable will NOT be marked