Ontario Tech
UNIVERSITY

Activity: Architectural Design Process – Iteration 3

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Step 2: Establish Iteration Goal by Selecting Drivers

For this iteration, QA-2 and QA-7 are being focused on.

Step 3: Choose One or More Elements of the System to Refine

The Element that will be refined in this iteration is the character sheet, consisting of stats, abilities per character, their inventory and the leveling up system.

Step 4: Choose One or More Design Concepts That Satisfy the Selected Drivers

Step 5: Instantiate Architectural Elements, Allocate Responsibilities, and Define Interfaces

Step 6: Sketch Views and Record Design Decisions

Step 7: Perform Analysis of Current Design and Review Iteration Goal and Achievement of Design Purpose