**Sinister Transistor**

**High Level Design**

**COP 4331, Spring 2016**

Team Name: The Mega Bytes

Team Members:

* Greg Kelso
* Mark Boutwell
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Modification history:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 02/18/16 | Greg | Template |
| v1.0 | <date here> | <who> | <put comment to summarize the changes made in this version> |
| ... |  |  |  |

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**High-level Architecture**

* <Provide a diagram of the major components of your system and their interfaces.   
  Consider the various architectural styles discussed in chapter 5.  Do any of them apply?  Can they be combined to form a unique architecture diagram for your system?>
* <Describe each interface in detail. How will the major components interact with each other?>  
  <1 paragraph or 1-2 sentences per interface>

**Design Issues**

<Discuss your team's evaluation of the major design issues: reusability, maintainability, testability, performance, portability, and 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?>

<1-3 sentences per design issue>

<3-5 paragraphs other discussion>