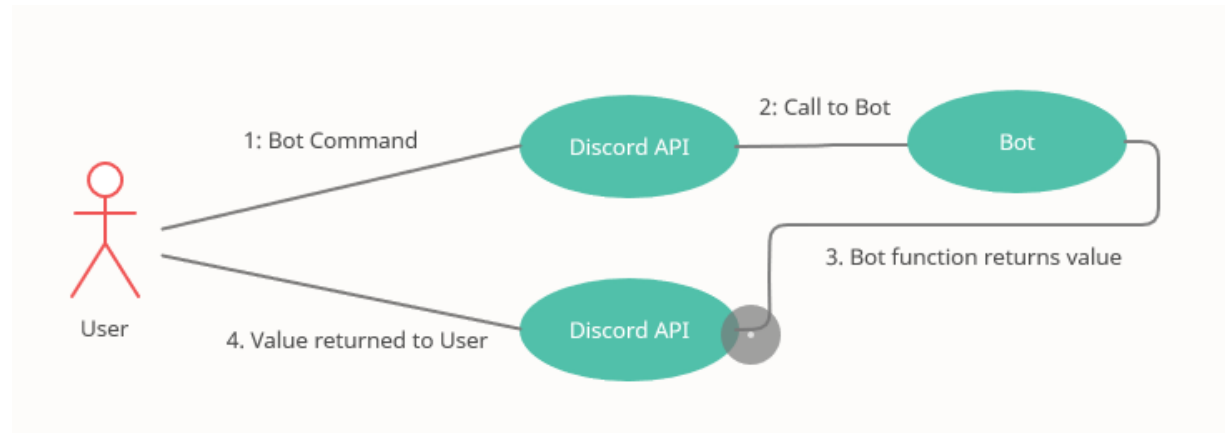
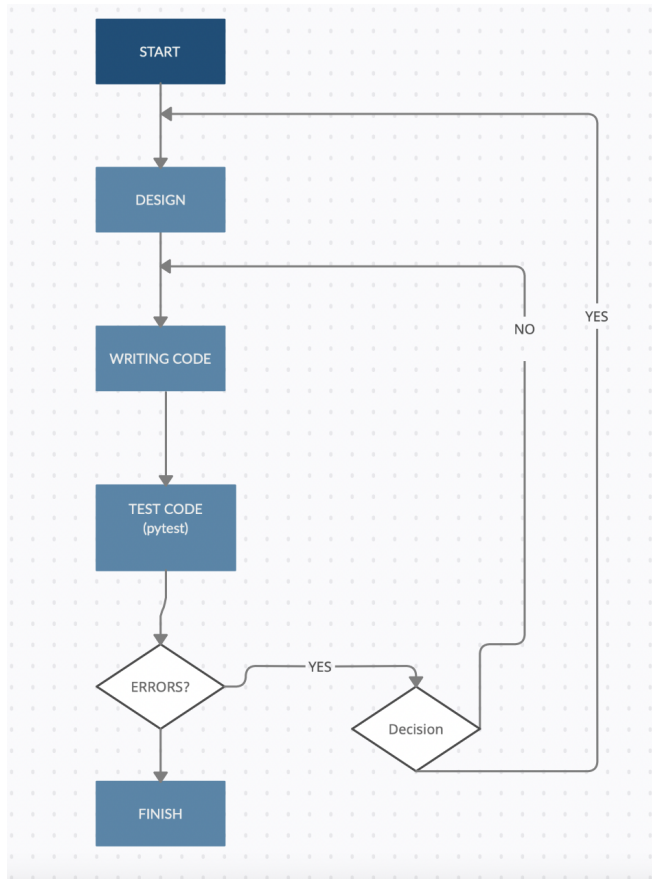


Developers & Dragons
Software Detailed Design
10/31/2021

2. The [data design](#) describes structures that reside within the software. Attributes and relationships between [data objects](#) dictate the choice of [data structures](#).
 - a. The data design will be object oriented. This means we will be able to quickly and easily pass information back and forth between the various hardware and software systems.
3. The [architecture design](#) uses information flowing characteristics, and maps them into the program structure. The transformation mapping method is applied to exhibit distinct boundaries between incoming and outgoing data. The data flow diagrams allocate control input, processing and output along three separate modules.
 - a. Logical View -



- b.
 - c. Process View - To be updated as code written
 - d. Development View - To be updated as code written
 - e. Physical View - To be updated as code written
4. The [interface design](#) describes internal and external program interfaces, as well as the design of human interface. Internal and external interface designs are based on the information obtained from the analysis model.
 - a. The interfaces will be the API of the Discord webapp, the virtual environment through flask, and a sqlite table structure
5. The [procedural design](#) describes structured programming concepts using graphical, tabular and textual notations. These design mediums enable the designer to represent procedural detail, that facilitates translation to code. This blueprint for implementation forms the basis for all subsequent software engineering work.



6. Breakdown of individual contributions

Justin: Discord Bot & Database Developer

Isaac: Web App Developer

Huff: Project Leader and Webapp assistance

7. Key Personnel information

One designer for the bot

One designer for the web app

One designer for the database structuring

One designer for filling the database tables

