- **(40 points) Design Documentation**
    - The Design Documentation format is described in section 5.0 of the **Final Project Document Template.docx**
    - To turn in for this phase of the project you must include section 5.0 of the document along with ***UML diagrams for the major classes*** and interactions that are important to your project. These must include <u>UML class diagrams</u> as well as <u>activity/sequence</u> diagrams where appropriate. You do not need to diagram fundamental classes such as common data structures or utilities (for example ArrayList<>).
    - Include ***the CDC cards for your main classes***. These can be scanned in. Note that they will be an appendix in the project documentation. They are not ordinarily kept with project documentation.
    - The purpose of the design is to identify the classes you need to implement, their internal fields and the methods you invoke on the objects of that class. Please remember the features of good class design:
        - Encapsulation - the utilizer of a class should not be overly concerned with the details of how the class implements internals
        - Visibility - do not use public attributes except in very rare cases of things like shared constants, etc.
        - The other features presented in Chapter 3: clarity, cohesion, consistency

- **Design Reviews (ungraded)**
    - Before final designs are due, your team needs to schedule and participate in a design review session with me.
    - Your team should be prepared to discuss the following:
        1. An overview of your project
        2. How many team meetings you had, and how they were structured. I.E. how did you make collaboration work on this project
        3. A description of your model(s)
        4. A description of your view(s)
        5. UI samples / sketches if you have them
        6. How you plan to transition the design into implementation. I.E. how is your team attacking the code?
        7. Each team member should be prepared to discuss the areas they worked on, how collaboration is going and what tasks they will focus on in the next phases.

Requirement	Notes	Points
		40 possible
(30) Design Documentation Text Section ➢ Model: Describe the most important data models in your design ➢ Controller: How is interaction between your UI and your model defined? ➢ View: How is your view or views designed?		
(10) UML Diagrams ➢ Class Diagrams for the important classes and their relationships ➢ Sequence Diagrams to show interaction over time between components / classes in your system		
CRC Cards ➢ Include a copy (Scan is fine) of your Class CRC cards.		
Meeting Minutes	*I will review your team meeting minutes – if you are not keeping them and documenting your collaboration efforts, there will be a deduction*	
Total Points Achieved:		