

## High Level Design

Omer Abbas, Jordan Atanassov, Sebastian Bukvic, Reagan Gary, Jake Lehoullier

The high-level design that our project will be using will use a client-server architecture. The clients will either be submitters of the form, or the result listeners of the form. The server responds to the requests of the clients, whether that be a post request from the clients submitting their confidence on their tasks, or the project managers, after verifying their permissions, asking for a get request of the formatted data. From here, the workload is shared between the clients and the servers, where the clients are submitting the raw data from the questionnaire, and the servers are processing, formatting, and sending the data to the project managers. We find this model fitting since the server can be hosted on LAN where only company members can access the data. This also gives us the option of abstracting away the inner workings of the system and providing the users with a clean user interface that is easy to learn. Easier to learn means less money invested in training, which is a good selling point to have when pitching the project to companies.