System Architecture for Quarters

Team 6

James Anthony (anthonjb)
Wenqiang Chen (chenw25)
Carolyn Chong (chongce)
Kevin Ly (lyk2)

January 18, 2016

Contents

List of Figures

Revision History

Date	Comments
January 5, 2016	Created first draft.
January 11, 2016	Final version.

1 Introduction and Overview

This document provides a general overview as to how Quarters was built. [This document comes "before" implementation. Try "...will be built" or something instead. —DS] Lists of anticipated and unlikely changes begin the document followed by the design of the system architecture. The system architecture was designed in a modular manner to support information hiding and is laid out here through the use of diagrams. In the Detailed Design document Quarters' system architecture is decomposed and the design details explained based on the Software Requirements Specifications (SRS) document.

2 Anticipated Changes

1. **Design of user interface:** The user interface is expected to change based on feedback from users during usability testing. The interface is expected to change in ways that better support usability principles.

2. **Removal of features:** Some features are expected to be removed based on user feedback. If usability testing indicates that a specific feature would not be utilized then it should be removed.

3 Unlikely Changes

1. **Login via social media:** Allows the user to login using accounts from other services such as Facebook, Gmail, Twitter, etc.

2. **Live chat:** A platform for real-time communication between users who are currently logged on to Quarters.

4 Decomposition into Components

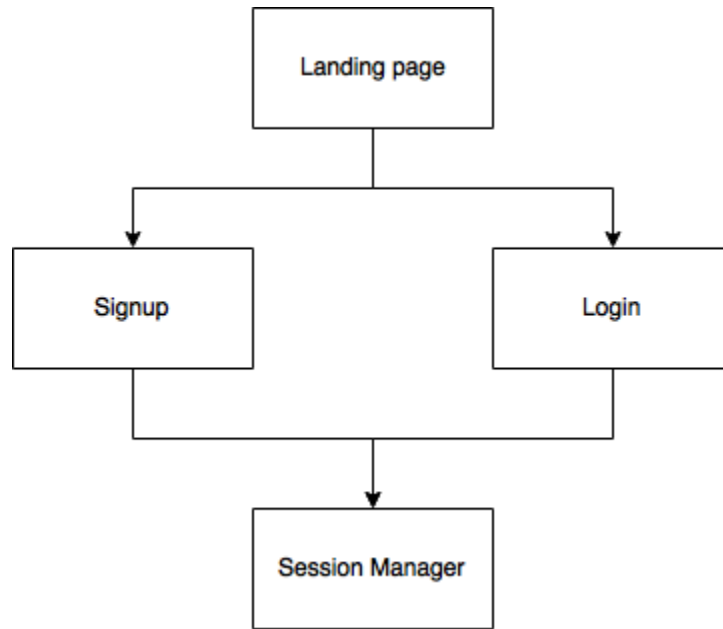[You should have some explanation of the decomposition with your diagrams. —DS]
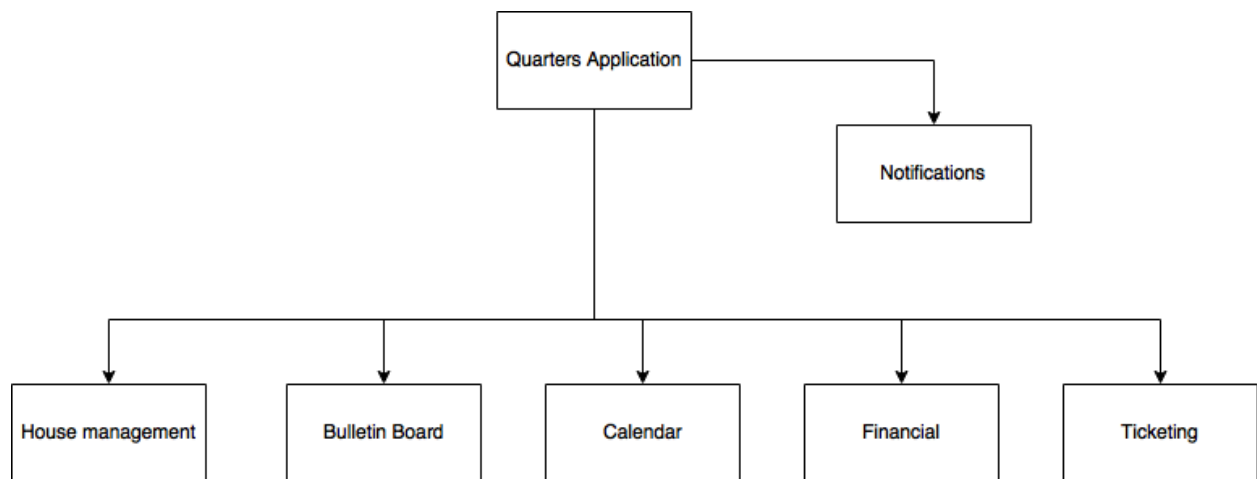
Figure 1: Authentication control flow

Figure 2: Demonstrates the flow of requirements within the Javascript modules