

Design Decisions:

UI Design Decisions:

- Should hitting encode clear the text and hitting decode clear the secret image?
 - Decided no because we want the user to know what they encoded.
- Decided to make the conversion buttons have “arrows” instead of text to help alleviate the clutter on the screen as well as help indicate a little of the buttons function.
- Decided have buttons for the images/text as well as menu buttons to give the user(s) more flexibility when using the program based on their preferences.
- Decided to place the images along the top of the GUI and the text below because it helps emphasize the images primary role in the program with the secondary text below.
- Made the GUI resizable to accompany perceived need for more flexibility of the user as well as make the GUI closer to the standard for user interfaces.

Code Design Decisions:

- Decided to make the loading and saving actions into its own module to help shorten the controller code as well as to help achieve better cohesion in the code.
- Decided to group the steganography algorithms into its own module to achieve better cohesion and less coupling, as well as making it less dependent on the GUI if the algorithms need to be reused in another program.
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Group Decisions:

- Decided to code in 3 groups: Image, Text, GUI
 - Goal is to have one person that has a flexible schedule in each group (Nathan, Wei, Shelby in different groups). This way we know for sure that at least one member can give a status update when we meet as a large group.