Software Design Document

<Project Name>

Student Names

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# System Vision

## Problem Background

With a significant number of road crashes happening between 2015 to 2020, it is hard to conduct a quick research and find the nature, causes, fatality, impacts, etc. of all the accidents. A suitable data analysis tool is needed to categorize the accidents which can often overlap based on various factors. Similarly, raw data can be hard to understand and analyse for the users so an appropriate system for graphical representation of data is needed which can be different based on the user requirements.

## System Overview

Our software will be used to gather the raw data of all the accidents that happened in the State of Victoria from 2015 to 2020. The raw data will be organized based on the key words present in their reports and categorized accordingly. The keywords will be attributes through which one accident might be a part of one or many tables. The software will also facilitate the graphical representation of the crashes on said attributes and various numerical on charts thresholds as per the user requirements.

Similarly, the software will focus on the impacts of driving under the influence of drugs and alcohol and create a mapped diagram of the accident-prone areas in the state.

## Potential Benefits

1. An accurate graphical representation of the various causes of road crashes can help the concerned parties take necessary measures to mitigate such risks.
2. The refined statistics and information based on the keywords can be used to raise awareness among drivers on the leading causes of crashes.
3. A mapped presentation of accident-prone areas can help users ensure full attention at those areas and make government conduct investigations and make the changes necessary
4. Insurance companies can use the detailed information to set their policies accordingly.
5. Different industries like car manufacturing, road constructions, etc. can use the stats to make innovations and changes that are helpful in reducing crashes.

# Requirements

## User Requirements

In this section you detail how a user is supposed to interact with or use your program. What do they ***need*** to be able to do? This should all be from the end users perspective. Can be a combination of narrative text and listing of needs.

**Assignment note: You have not been given a client/user, so you can make one up. Who do you think would be using your software?**

## Software Requirements

In this section you detail what the requirements for the software are. What functionality will it provide? This is usually a formal listing, with requirements often using the word ‘Shall’. IE:

R1.1 The program shall accept multiple file names as arguments from the command line.

R1.2 Each file name can be a simple file name or include the full path of the file with one or more levels.

etc …

Can be primarily functional requirements, though you may include other types if you think of them.

## Use Cases & Use Case Diagrams

In this section you provide some use cases showing how people may use your software.

# Software Design and System Components

## Software Design

A block diagram/flowchart of how your software might work

## System Components

### Functions

Preliminary list of all functions in the software. For each function in the list the following information is provided:

* a brief description of what it does (1 or 2 sentences);
* a list of the input parameters, and their data types, and what they are used for;
* a list of any side effects caused by the function (ie change global or member variables, changes data passed by reference from calling function etc)
* a description of the function’s return value

### Data Structures / Data Sources

List of all data structures in the software (eg linked lists, trees, arrays etc) or eternal data sources. For each data structure in the list the following information is provided:

* Type of structure (tree, list etc),
* Description of where and how it is used
* List of data members, and what each one is for do
* List of functions that use it

### Detailed Design

Pseudocode for all non-standard / non-trivial algorithms that operate on data structures

# User Interface Design

This is your initial interface design. Describe the tools you used for this design stage and any key findings that informed your design. This introduction is descriptive and should explain what you have completed for the actual design work you will present in the sub-sections below.

## Structural Design

Structural design refers to the navigational and information structure of your product – the structure that supports the interface layout. How will you structure your product? How will you group your information? How will you navigate through your product? Why? This can take the form of a diagram showing structure and hierarchy, supported by a discussion and justification of your choices. Why have you made these design choices? Describe and outline the structure of your interface and of your information.

## Visual Design

Detail your visual design: Layout, visual elements, icons, graphics, style, colour, fonts general screen designs. This can be sketches, wireframes, mockups etc, supported by a discussion, explanation, and justification of your choices.