<PROJECT & RELEASE>

Design Documentation  
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# Summary

This section provides a brief overview of the project.

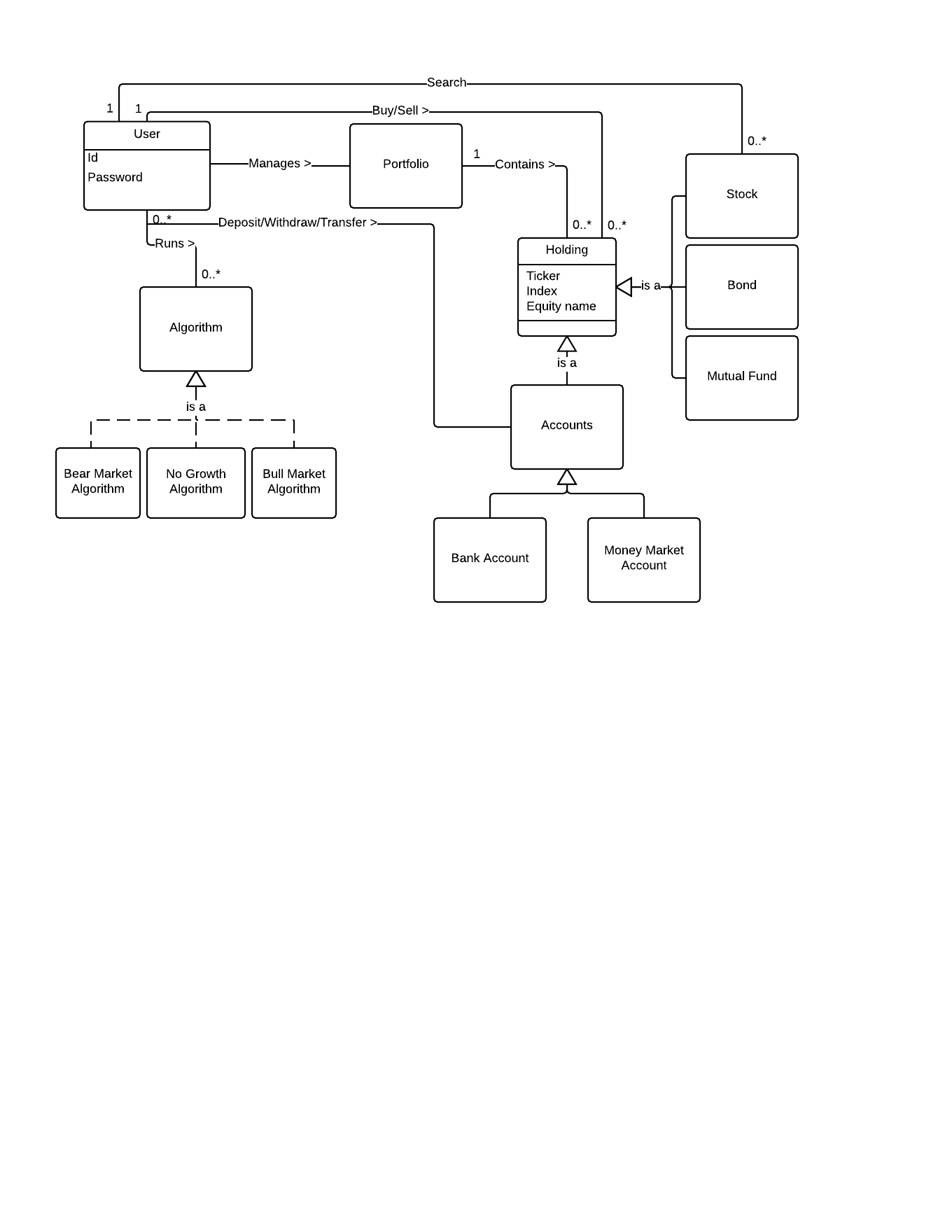
* Describe your high-level architectural, i.e. subsystem, design.
* Give a rationale for the major design choices
* Tie back to specific requirements statements
* Outline how the design reflects a balance among competing design principles such as low coupling and etc

# Requirements

This section provides an enumeration of the project’s requirements.

| R# | Requirement |
| --- | --- |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

# Domain Model

This section provides a domain model for the project. It should follow the guidelines discussed in class and the design project activity sheets.

# System Architecture

This section provides a model of the subsystem components that make up the overall software architecture for the project. Draw the subsystems as simple boxes with relationships between them. Provide a narrative that describes the responsibilities of each component and the interfaces that are provided between subsystems.

# Subsystems

This section provides detailed design for specific subsystems described in the system architecture.

## Subsystem #1 (name the subsystem with a name that expresses its use within the context of the application)

This section provides a description and UML class structure diagrams that model subsystem #1. You should also describe dynamic behaviors that are primarily located within this subsystem using sequence diagrams and a narrative to explain the behavior.

For each design pattern that you are using within this subsystem complete a design pattern usage table. If a design pattern cuts across the boundary of subsystems, place the pattern usage table in the section for the subsystem that holds the majority of pattern participants.

|  |  |
| --- | --- |
| **Generic GoF Design Pattern:** | PATTERN |
| **System Context Pattern:** | PROJECT CONTEXT |
| **Participants:** |  |
| * Participant-A | * MyClassA – presents blah, blah, blah... |
| * Participant-B | * MyClassB – presents blah, blah, blah... |
| **Requirements Covered:** | R2, R47, R42 |

## Subsystem #2

This section provides a similar description and diagrams the model describing subsystem #2.

# Sequence Diagrams

This section contains the sequence diagrams and narrative text that describe the operation of major features in the application. At a minimum, you should document any features that are listed in the design project problem statement. You may also decide that other features require documentation.

# Appendix

This section provides fine-grained design details for all of the classes in your design. You will capture this information using the CRC (Class-Responsibilities-Collaborators) card format below.

|  |  |
| --- | --- |
| **Class:** MyClass1 |  |
| **Responsibilities:** ... |  |
| **Collaborators:** ... |  |
| **Users:** ... | **Used by:** ... |
| **Author:** ... |  |