

Design Decision Document

ECE651 Project Evolution 1

Team 5

Haolou Sun, Hiep Nguyen, Hunter Shen, Yuyu Hsieh

1. We started with a simple one machine architecture, but realized that client/server architecture will be much easier to scale in the future. We had an internal debate but decided to switch to the client/server architecture in the end.
2. We used the observer pattern for notification so that it's easier to for us to add other form of notification in the future.
3. We used enumeration for status and enrollment status so that it's easier to manage and easier to extend in the future.