## Introduction

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#### Purpose

detail the design of the project

goal is to make sure any team of programmers can produce the wanted result with this document

### Policies and tactics

#### Goals

Maximize usability (user-friendliness)

Maximize simplicity (less key commands, less input combinations)

Maximize accessibility (multiplatform, also impact some tech choices and design choices explained later in this doc) (implies minimize system reqs)

#### Guidelines

Constrained to a particular coding style and a set of repo rules

Time constraint

Financial constraint (therefore we need free stuff)

Communication (everyone should be communicating and everyone should be aware of the exact progression of the project)

#### Development methods

Slack standup meeting every day to monitor progress and make sure no one is left behind.

Sprint meeting every week

Backlog of tasks

## System Overview

### Architecture considerations

#### Technology selection

Unity because of accessibility (multi platform), time constraint (no complex graphical libraries to learn) and financial constraint (free for educational purposes)

C# instead of Javascript because it’s a cleaner language, better OO language, easier to design for, also similar to java which we are familiar with

MySQL free

#### Idea choices

Public repository for open source, sharing, help from community

### Design considerations

#### Assumptions

#### Dependencies

#### Constraints

### High-level design

#### System overview

#### Design pattern

#### Final top level domain model

#### Final top level deployment diagram

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