DRAFT - IT Project Guidance

Principles – System Design

Version:

0.1

## Description

<TODO>

## Synopsis

<TODO>

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## Introduction

# Principles

## Prefer Headless Services to Interfaced Services

### Rationale

Prefer services that move rendering compute to service consumer agents.

It reduces server resource usage, reducing the need for more infrastructure, as well as licenses.

It aligns with the principle of separating service data form service representation.

### Notes

Sometimes referred to as API-First, although that principle doesn’t specify whether the APIs are for Integration or Rendering (they should be both).

Appendices

Appendix A - Document Information

### Author & Collaborators

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### Versions

0.1 Initial Draft

### Images

[Figure 1: TODO Image 2](#_Toc144995112)

### Tables

[Table 1: TODO Table 3](#_Toc145048484)

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### References

**There are no sources in the current document.**

### Review Distribution

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### Audience

The document is technical in nature, but parts are expected to be read and/or validated by a non-technical audience.

### Structure

Where possible, the document structure is guided by either ISO-\* standards or best practice.

### Diagrams

Diagrams are developed for a wide audience. Unless specifically for a technical audience, where the use of industry standard diagram types (ArchiMate, UML, C4), is appropriate, diagrams are developed as simple “box & line” monochrome diagrams.

### Terms

Refer to the project’s Glossary.

##### IT

: acronym for Information, using Technology to automate and facilitate its management.

##### ICT

: acronym for Information & Communication Technology, the domain of defining Information elements and using technology to automate their communication between entities. IT is a subset of ICT.