# SCJ3323 SOFTWARE ARCHITECTURE AND DESIGN

**GROUP PROJECT 2: Design Patterns**

THE DESIGN PATTERNS

## OBJECTIVE:

1. Apply the chosen design patterns concepts and practices in the real implementation of the case study.

## Instruction

In the group project 1, you’re required to develop the design and implementation of your chosen case study using your selected architecture style. In this group project 2, you’re required to develop an architectural design, detailed design, and release implementation that use at least ONE Design Pattern.

## Description

To ensure the success of this project, you should perform the following activities:

1. Based on the design and implementation of your Group Project 1, use UML and *Enterprise Architect* (EA) CASE tools to document the software requirements related to these new constraints.
2. Extend your existing design to incorporate at least **ONE (1)** design patterns that have been introduced during lectures. Make sure that the design is implemented in the project release. You should provide justifications/reasons for the chosen design pattern/s during the group presentation.

You may add any other model to support various aspects of system or software design. The deadline to submit the deliverable of the above group project is on **16 January 2021 (hard deadline).** The deliverable include:

* 1. The refined version of EA project file (with Design Patterns).
  2. The refined Software Design Description (SDD).
  3. All project release must be presented to stakeholders and host the integrated system using any free web hosting such as heroku. 000webhost and others