

# Architecture

Cohort 3

Group 11

Team Aubergine

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### Methods and tools

To design the architecture of our system we will use several types of UML diagrams, in particular: class diagrams, activity diagrams (flowcharts), and sequence diagrams. When viewed as a whole, these diagrams will describe both how our code should be structured, and how it should behave.

To create the diagrams more easily, we will use the [PlantUML](#) language to automatically generate them from text. This is beneficial because it means we can quickly iterate on ideas without spending a lot of time drawing. The text can also be version controlled alongside our code on GitHub.

### Diagrams

<https://github.com/uoy-eng1-3-11/architecture/blob/main/README.md>

### Justification