**School of Engineering Technology and Applied Science**

**ICET Department**

**Mobile Application Development Project MAPD-212**

**Software Design Description**

BestTeam Inc. *(put your team name here)*

**Cover Page**

**Revisions Page**

Include a table with information about the revisions. Specify version number, author, description of revision, and date completed.

**Table of Contents**

**1 INTRODUCTION**

**1.1 Design Overview** (an overview of the SDD and a description of the scope of the application/game)

**1.2 Requirements Traceability Matrix**

Use a table to show which system components satisfy each of the functional

requirements.

**2 SYSTEM ARCHITECTURAL DESIGN**

**2.1 Final System Architecture** (High Level overview)

Identify each high level subsystem and the roles or responsibilities assigned to it. Describe how these subsystems collaborate with each other in order to achieve the desired functionality)

**2.2 Discussion of Alternative Designs**

**2.3 System Interface Description** (OO Description)

Include the following diagram:

* + Layer Diagram - different layers in the Application’s Architecture
  + Use Case Diagram
  + Class Diagram
  + Sequence Diagram
  + Activity Diagram
  + State Diagram
  + Component Diagram - shows how your system is split up into components and shows the dependencies among these components

**3 DATA DESIGN**

**3.1 Database Diagram** (include field details)

**3.2 Non-DBMS data**

**4 DETAILED DESCRIPTION OF COMPONENTS**

4.*n* Component-*n*

Describe all components used in your system/game. Summarize each object member function for all the objects listed in 2.3 in the desired language (Java, Swift, JavaScript, etc.).

**5 USER INTERFACE DESIGN**

**5.1 Description of the User Interface**

Describe the functionality of the system from the user’s perspective.

Explain how the user will be able to use your system to complete all the expected features and the feedback information that will be displayed for the user.

**5.1.1 Screen Images** (Display screenshots showing the interface from the user’s perspective)

**5.1.2 Screen Objects and Actions**

Describe screen objects and actions associated with those objects.

**6 SECURITY**

**6.1 User Level Permissions**

**6.2 Control Points** (where in the system the security is checked)

**7 ADDITIONAL MATERIAL**

**References: IEEE templates:**

http://en.wikipedia.org/wiki/Software\_Design\_Description