***SOFTWARE DESIGN SPECIFICATION***

**1.0 Introduction**

**1.1 Goals and objectives**

A mobile Application that will allow organizations to plan events in an organized and efficient manner.

**1.2 Statement of scope**

Major Inputs:

* New Event Plan
* Continue Planning
* Delete Plans
* Help

Minor Inputs

* Event Name
* Organization/Association
* Location
* Time
* Date
* # of Attendees
* Event Description/Objective
* List of Food
* List of Drinks
* List of Décor
* List of entertainment
* Total Budget
* List of Costs
* Member Tasks
* Event Timeline
* Additional notes

Simple addition and multiplication will be process but nothing else.

The program will output a PDF file which can be exported through email.

**1.3 Software context**

This product will be used by organizations that will host events on a regular basis. It will keep all the events and details organized neatly in one place and ready to be exported to all the members of the organization.

**1.4 Major constraints**

The Application data will be saved locally only which will mean that only one device can store the details for the event before a pdf is generated.

**2.0 Data design**

A description of all data structures including internal, global, and temporary data structures.

**2.1 Internal software data structure**

Data structures that are passed among components the software are described.

Events:

1. Name ~ name of the event
2. Organization ~ name of the hosting organization
3. Description ~ description or objective of event
4. Location ~ area that event takes place in
5. Date ~ Date of Event
6. Time ~ time of event
7. Timeline ~ Order of events within event
8. #ofAttendees ~ number of expected attendees
9. Food ~ List of food that will be at the event
10. Drinks ~ List of drinks that will be at the event
11. Décor ~ List of décor items for event
12. Entertainment ~ List of things to do at event
13. Costs ~ list of costs of all items bought
14. Budget ~ Total budget allowed for event
15. Tasks ~ list of tasks and who will execute them
16. Notes ~ Any notes to add on

**2.4 Database description**

Database(s) created as part of the application is(are) described.

I will not need a database to store the information locally.

**3.0 Architectural and component-level design**

A description of the program architecture is presented.

**3.1 Program Structure**

A detailed description the program structure chosen for the application is presented.

**3.1.1 Architecture diagram**

**4.0 User interface design**

A description of the user interface design of the software is presented.

**4.1 Description of the user interface**

A detailed description of user interface including screen images or prototype is presented.

**4.1.1 Screen images**

Representation of the interface form the user's point of view.

**4.1.2 Objects and actions**

All screen objects and actions are identified.

**4.2 Interface design rules**

Conventions and standards used for designing/implementing the user interface are stated.

**4.3 Components available**

GUI components available for implementation are noted.

**4.4 UIDS description**

The user interface development system is described.

**5.0 Restrictions, limitations, and constraints**

Special design issues which impact the design or implementation of the software are noted here.

**6.0 Testing Issues**

Test strategy and preliminary test case specification are presented in this section.

**6.1 Classes of tests**

The types of tests to be conducted are specified, including as much detail as is possible at this stage. Emphasis here is on black-box and white-box testing.

**6.2 Expected software response**

The expected results from testing are specified.

**6.3 Performance bounds**

Special performance requirements are specified.

**6.4 Identification of critical components**

Those components that are critical and demand particular attention during testing are identified.

**7.0 Appendices**

Presents information that supplements the design specification.

**7.1 Requirements traceability matrix**

A matrix that traces stated components and data structures to software requirements is developed.

**7.2 Packaging and installation issues**

Special considerations for software packaging and installation are presented.

**7.3 Design metrics to be used**

A description of all design metrics to be used during the design activity is noted here.

**7.4 Supplementary information (as required)**