
• Authors, Team, Project Title
• Revision History
• Intro
• Glossary of Terms
• System architecture overview
  – SW architecture with significant detail; components; APIs; dependencies
• Requirements (functional and non-functional)
  – Update original use cases or user stories as needed
  – An additional 20 use cases or user stories
• Prototyping code and test cases (Github URL)
• System models (design)
  – Contexts, interactions, structural, behavioral (UML)
  – Use cases, sequencing, event response, system state, classes(objects
• Appendices
  – Technologies employed
Summary of Design Doc Milestone

• Revise spec to add detail to the functional specification to match your design

• Add user stories and break up the stories you have into finer grained stories
  – Provide UML, sequence diagrams, dataflow diagrams
  – Goal: a CS senior should be able to take your doc and implement the project

• For each fine-grained story, provide a description and acceptance test
  – Provide time estimates (1 person-hours) for each story implementation
    • Ensure you can finish the implementation in the time you have (this/next quarter)
  – Prioritize tasks to have a complete prototype by the end of this quarter
    • Focus on the externally facing interfaces, mock out what you cannot get to
  – Write unit tests to implement tasks for mandatory tasks
    • Document these tasks (autogen the documentation/usage)

• Begin prototyping for designed mandatory tasks
  – Turn in unit tests and documentation, not prototyping implementations

• If you have a user interface
  – Provide mockups that are tied to the functionality described in 1+ components