<PROJECT & RELEASE>

Design Documentation Release 2  
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# Summary

This section provides a brief overview of the project includes the addition of release 2 features.

# Domain Model

This section provides a domain model for the project updated to reflect the release 2 additions. It should follow the guidelines discussed in class and the design project activity sheets along with any comments made in grading your release 1 domain model.

# System Architecture

This section provides a model of the subsystem components that make up the overall software architecture for the project. Draw the subsystems as simple boxes with relationships between them. Provide a narrative that describes the responsibilities of each component and the interfaces that are provided between subsystems.

# Release 2 Design Updates

In this section, provide a narrative description of the design changes that were done in release 2. Identify those done in response to comments on your release 1 design, and those done to address new features added by release 2.

# Subsystems

This section provides detailed design for each subsystem described in the system architecture.

## Name of the subsystem

In this section, provide the following information for the first subsystem.

* Class structure diagram and a narrative that describes the structure of this subsystem
* Sequence diagrams with associated narratives that describe the dynamic behaviors that are primarily located within this subsystem. Within your subsystem design descriptions, you must make sure to provide sequence diagrams for all features listed in the design project problem statement. You may also decide that other features require documentation within the subsystems.
* A description of all design patterns that are primarily located within this subsystem. Use the table below to describe each design pattern. If a design pattern cuts across the boundary of subsystems, place the pattern usage table in the section for the subsystem that holds the majority of pattern participants.

|  |  |  |  |
| --- | --- | --- | --- |
| **Name:** | | | **GoF pattern:** |
| **Participants** | | | |
| **Class** | **Role in GoF pattern** | **Participant's contribution in the context of the application** | |
|  |  |  | |
|  |  |  | |
|  |  |  | |
| **Deviations from the standard pattern:** | | | |
| **Requirements being covered:** | | | |

## Name of the subsystem

This section provides a similar description and diagrams for the model describing the second subsystem.

# Release 2 Sequence Diagrams

This section contains the sequence diagrams and narrative text that describe the operation of major release 2 features in the application. At a minimum, you should document any features that are listed in the design project problem statement. You may also decide that other features require documentation.

# Appendix

This section provides fine-grained design details for all of the classes in your design. You will capture this information using the CRC (Class-Responsibilities-Collaborators) card format below.

|  |  |
| --- | --- |
| **Class:** MyClass1 |  |
| **Responsibilities:** ... |  |
| **Collaborators:** ... |  |
| **Users:** ... | **Used by:** ... |
| **Author:** ... |  |