

Part 1: Low-Level Conceptual Design

For this phase of the project, each group must iron out the conceptual design for their system. This will include significant communication between team members as the interfaces between portions of the system must be negotiated in order for integration to occur smoothly. Each team should submit their design by Thursday, February 25th.

Part 2: Creation of the Design Document

Next, the designs must be brought together and a Software Design Document must be produced. This should be completed by Tuesday, March 2nd. The IEEE 1016 Standard for Software Design Description is below:

1. INTRODUCTION
 1. Design Overview
 2. Requirements Traceability Matrix
2. SYSTEM ARCHITECTURAL DESIGN
 1. Chosen System Architecture
 2. Discussion of Alternative Designs
 3. System Interface Description
3. DETAIL DESCRIPTION OF COMPONENTS
 1. Component n
 2. Component n+1
4. USER INTERFACE DESIGN
 1. Description of the User Interface
 1. Screen Image
 2. Objects and Actions
5. ADDITIONAL MATERIAL