

Design Specifications Document Template

Table of Contents – Lists Sections, subsections, figures, glossary, etc. and page numbers

1. **Architecture Diagram** – Description of the overall architecture and compliance with State standards. Graphical representation of the system architecture. Detailed down to the port number level. May be multiple diagrams depending on the differences in the environment specifications.
2. **Project Hardware** – list of project hardware along with functional description, specifications, number of units, unit cost and estimated total cost.
3. **Project Software** – list of project software along with functional description, developer or user, number of licenses, license unit cost and estimated total cost.
4. **PC Specification** – Specification of developer and user PCs. Specs may be subdivided into different user types if relevant.
5. **Use Cases** – List of use cases by actors.
 - a. Activity list of each use case along with description, preconditions, post-conditions, flows, etc.
6. **Database Design** – general description along with data dictionary and data model
7. **Data Conversion** (if necessary) – description of the data to be converted (field[s] to field[s]) along with range of data to be converted transformation, cleansing and responsibilities.
 - a. Archive – Description of conversion archive routine along with ongoing archive and retrieval (reactivation) processes.
8. **Master Client Index** (requirement for all client systems) – description of complete MCI integration and system process from registration through two way field updates.
9. **User Interface Design** – Describes the basic interface at a screen and screen object level. Also discusses overall compliance with W3C, Spanish language and State design standards.
 - a. Screens - describes the various screen types used in the application, tabs, message boxes, etc.
 - b. Objects - describes the class and inheritance characteristics, expected behaviors and exception handling.
10. **Process Flow Diagrams** – Screen flow by business or system process.
11. **Screen/Object List** – Graphical screen representation along with list of data elements and objects along with the specific behaviors of each including specific edits and effects on other objects.
12. **Reports/Extracts/Outputs** – List, description and layout of each. Description at the data element level whether detailed, aggregated or transformed.
13. **Appendices** – includes tables, figures, design session notes and agreed upon changes from the FRD.