

Blog Post about The Waterfall Model

In today's post we will be looking at the design phase of the waterfall model.

This phase looks at how the software will be built and how the system will operate with particular emphasis on hardware, software, network infrastructure and user interface. The main purpose of this stage is to create a blueprint that will satisfy all documented requirements, then to identify all inputs, processes and outputs needed and also to help avoid misunderstandings by involving the stakeholders such as managers and users.

There are two types of design to be considered. Firstly the logical design which includes the design of forms and reports, the design of the interface and the database design. Then we have the physical design which is concerned with designing the physical database, the programs and processes and the distributed systems. At the end of the design phase we have a system design specification (SDS) document. This is a document that contains all of the information needed to develop the system. This is aimed towards the implementation and testing teams involved as it sets guidelines as to what is expected from the new system. The SDS will include a project scope, a system design, component and process design, data design, user displays and output reports, system files and prototype analysis to name a few.

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