

Architecture Notebook

Project

UARobotFight

Team

UARobotFight

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Revision(s)

< contains the list of changes - when, who and what was changed >

date	Who	What
March 5, 2013	Miugel Azevedo	First Version

Table of contents

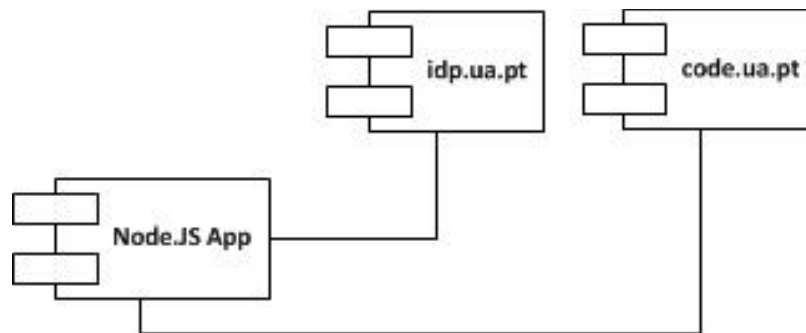
- [1. Purpose](#)
- [2. Architectural goals and philosophy](#)
- [3. Assumptions and dependencies](#)
- [4. Architecturally significant requirements](#)
- [5. Decisions, constraints, and justifications](#)

1. Purpose

This document describes the philosophy, decisions, constraints, justifications, significant elements, and any other overarching aspects of the system that shape the design and implementation.

2. Architectural goals and philosophy

The final solution is supposed to be a Node.js application (a fork of the original FightCodeGame) featuring idp.ua.pt based authentication and using code.ua.pt as an infrastructure repository for the robot code the same way the original solution uses github.



3. Assumptions and dependencies

The afore mentioned idp.ua.pt authentication feature will require an integration of the application (UARobotFight) accordingly with idp.ua.pt's guidelines, it is assumed that code.ua.pt features an api (or an ability) similar to the one provided by github in order to use it the same way FightCodeGame uses github.

4. Architecturally significant requirements

As previously stated, an interface with idp.ua.pt authentication service will have to be implemented. An interface with code.ua.pt will also have to be implemented.

5. Decisions, constraints, and justifications

- The final solution should feature anidp.ua.pt based authentication, since its purpose is to be used by the university's students.
- The final solution should use code.ua.pt the same way the original solution uses github since it is the official university's code repository and it is as well a git repository.