

Criterion C - System Overview

Recommended word count: 150 words

Remember, we started in **Criterion A** with an overall problem and a list of success criteria.

In **Criterion B** we identified key tasks that need to be completed and considered their chronological order.

Now, in **Criterion C** we are going to consider data structures, algorithms and the look of the product that will allow the user to engage with it.

This document does not need to include code eg Java/Python, but it can include:

- Pseudocode
- Flowcharts
- ERDs
- UMLs
- UX Designs (what will your product screens look like)

And other appropriate design-related content.

The key point is that a competent programmer should be able to look at your design ideas and reconstruct your product without looking at your source code. This means there needs to be a good amount of overall detail, but it doesn't need to be complete.

For example, here is some pseudocode for the scoring system of the game mention in Criteria A document:

Scoring System

```
Load questions from text file
```

```
Randomly shuffle questions
```

```
FOR 10 questions
```

```
    Display question
```

```
        WHILE answer invalid
```

```
            Request new answer
```

```
END WHILE

IF answer correct
    Increase score
    Increase streak
ELSE
    Reset streak
END IF

IF streak >= 5
    Increase difficulty
END IF
NEXT
```

Note, it is not code, but it has enough detail to allow another programmer to recreate the scoring system.

Again, you do not need to represent your entire product with bags of detail, just enough detail to give an idea of how the product will be developed.

Testing Strategy

This document also needs to state how each **Success Criteria** (see Criterion A) will be tested. This strategy can be represented in a table.

Exemplar

[Here](#) is an exemplary System Overview document produced by a student of the old syllabus. Note the **Testing Strategy Table** at the end of the document.

NOTE - when you record your video, you should simply step the viewer through your testing strategy. Remember, the video cannot be longer than 5 minutes and should be recorded in .mp4 format.