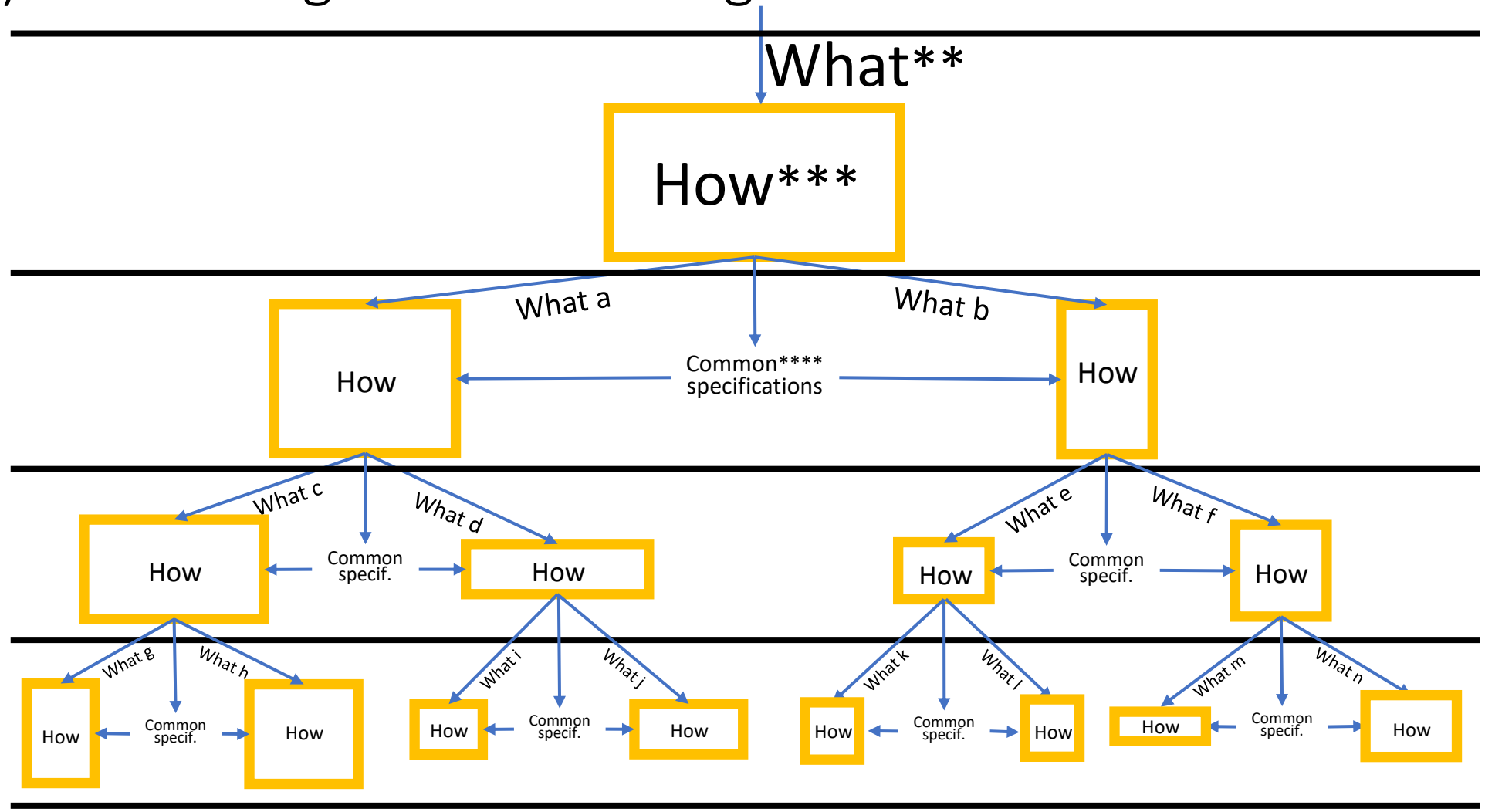
Systems design* for achieving the architecture - recursively, level for level



Functional and non-functional requirements

Systems-designed (Sub-)System architecture

Separator between the different systems designs, as well as the requirement levels

*Systems design solves the complex task of product development, and is always a hypothesis, the 'how' for every part on any level, test-driven, iterative approach is therefore apt

**what – all the requirements (both functional and non-functional requirements) on the system or (sub-)subsystems. etc. The more complex task, the more unsure the solution of the what is

***how - systems design (solution, break-down, systemization) of requirements (what) that may need iterations and mockups (architectural skeleton) since it is only a hypothesis, that in turn gives new requirements on the respective (sub-)subsystems, as well as general requirements regarding comm. protocols, incl. authentication, authorization, etc., between the (sub-)subsystems

****like communication protocols (incl. cyber security measures), level architecture, I/F specifications, fault handling, monitoring of cyber security attacks, etc.