

# ADS Cheat Cards

All five reference cards

## Card 1 — The Views at a Glance

### Tier 1: Architectural Views (Section 3)

| #          | View                               | What it describes  | Primary audience            |
|------------|------------------------------------|--|-----------------------------|
| <b>3.1</b> | <b>Logical View</b>                | Components, services, patterns — <i>what the solution is</i>       | Architects, Developers      |
| <b>3.2</b> | <b>Integration &amp; Data Flow</b> | Data flows, APIs, integrations — <i>how components talk</i>        | Integrators, Architects     |
| <b>3.3</b> | <b>Physical View</b>               | Hosting, compute, networking, environments — <i>where it runs</i>  | Infrastructure, DevOps      |
| <b>3.4</b> | <b>Data View</b>                   | Data stores, classification, retention — <i>what data it holds</i> | Data Architects, Compliance |
| <b>3.5</b> | <b>Security View</b>               | IAM, encryption, monitoring, threats — <i>how it's protected</i>   | Security, CISO, Compliance  |
| <b>3.6</b> | <b>Scenarios</b>                   | Use cases, ADRs — <i>how it behaves and why</i>                    | All stakeholders            |

**Remember:** No single view tells the full story. Together, they answer every reasonable question from any reasonable reviewer.

## Card 2 — Quality Attributes at a Glance

### Tier 2: Quality Attributes (Section 4) — cross-cutting

| #   | Attribute                           | Assess across every view             | Key questions   |
|-----|-------------------------------------|--------------------------------------|---|
| 4.1 | <b>Operational Excellence</b>       | Can we operate it in production?     | Observability, runbooks, alerts, incident response          |
| 4.2 | <b>Reliability &amp; Resilience</b> | What happens when something fails?   | RTO, RPO, DR strategy, backup, fault tolerance              |
| 4.3 | <b>Performance Efficiency</b>       | Does it meet its targets at load?    | P95/P99 latency, throughput, concurrency, growth            |
| 4.4 | <b>Cost Optimisation</b>            | Is it priced to the value delivered? | Capex/opex, unit economics, commitment discounts, exit cost |
| 4.5 | <b>Sustainability</b>               | Is it environmentally responsible?   | Carbon baseline, efficient resources, SCI metric            |

**Document tradeoffs explicitly** — when one quality attribute constrains another, name the trade-off and the rationale.

**Security is a View (3.5)** — it's cross-cutting enough to warrant its own structure, so don't look for it here.

## Card 3 — RAID Template

### Section 6.1–6.5 Decision Making & Governance

**Constraints (6.1)** — fixed limitations the design must work within

| ID    | Constraint | Category  | Impact | Last Assessed |
|-------|------------|---|--------|---------------|
| C-001 |            | regulatory / technical /<br>commercial / organisational /<br>time |        |               |

**Assumptions (6.2)** — things treated as true but not verified

| ID    | Assumption | Impact if false | Certainty           | Status        | Owner |
|-------|------------|-----------------|---------------------|---------------|-------|
| A-001 |            |                 | high / medium / low | open / closed |       |

**Risks (6.3)** — potential events with negative impact

| ID    | Risk | Severity | Likelihood | Owner | Mitigation | Residual |
|-------|------|----------|------------|-------|------------|----------|
| R-001 |      | H/M/L    | H/M/L      |       |            | H/M/L    |

**Dependencies (6.4)** — external factors this design relies on

| ID    | Dependency | Direction          | Status                                  | Owner |
|-------|------------|--------------------|---|-------|
| D-001 |            | inbound / outbound | committed / not-committed /<br>resolved |       |

**Issues (6.5)** — problems that have already materialised

| ID    | Issue | Impact | Owner | Resolution Plan | Status                        |
|-------|-------|--------|-------|-----------------|-------------------------------|
| I-001 |       | H/M/L  |       |                 | open / in-progress / resolved |

**Golden rule:** Every row needs an owner and a date. Anonymous = unaccountable.

## Card 4 — Compliance Scoring Scale

### 0–5 Compliance Scoring

| Score | Level            | What it means                                     |
|-------|------------------|---|
| 0     | Not Addressed    | No evidence for this area                         |
| 1     | Acknowledged     | Concern recognised, no design or evidence         |
| 2     | Partial          | Some requirements met, significant gaps           |
| 3     | Mostly Addressed | Most requirements met, minor gaps (passing grade) |
| 4     | Fully Addressed  | All requirements met with evidence                |
| 5     | Exemplary        | Reference-quality — best practice                 |

### Overall score

The overall score is the **lowest individual section score**, not an average. A solution with 5 in Performance but 1 in Security is a “1”, not a “3” — the Security gap is the concern.

### What to score

**14 sections:** 1, 3.1–3.6, 4.1–4.5, 5, 6 (Executive Summary, the six Views, the five Quality Attributes, Lifecycle, Decision Making).

### Organisation thresholds (suggested defaults)

- All sections  $\geq 3$  -> production approval
- All sections  $\geq 4$  -> Tier 1/2 critical systems
- Section = 0 or 1 -> remediation plan required

## Card 5 — Documentation Depth Chooser

Pick your depth

| Depth                | When to use                                  | Typical effort | Governance gate     |
|----------------------|--|----------------|---------------------|
| <b>Minimum</b>       | PoC, dev/test systems, Tier 5 internal tools | 1–3 hours      | Development review  |
| <b>Recommended</b>   | Production-bound systems, Tier 3–4           | 1–2 days       | Production approval |
| <b>Comprehensive</b> | Regulated, Tier 1–2 critical                 | 1–2 weeks      | Enterprise review   |

### Matching Business Criticality to Depth

- **Tier 1 Critical** -> Comprehensive
- **Tier 2 High** -> Comprehensive
- **Tier 3 Medium** -> Recommended
- **Tier 4 Low** -> Recommended
- **Tier 5 Minimal** -> Minimum

### Rule of thumb

Over-documenting a simple tool burns goodwill. Under-documenting a critical system hides risk. Calibrate to risk, not to tradition.

## Card 6 — Sustainability Quick Hits

### Where carbon footprint is actually decided

Most of a SAD's environmental impact is locked in by a small number of decisions. Get these right and Section 4.5 becomes evidence rather than aspiration.

| Decision                    | Where in the SAD      | Quick win  |
|-----------------------------|-----------------------|--|
| <b>Cloud region</b>         | 3.3 Physical View     | Pick a region with high renewable energy share. Carbon intensity varies 5–10x across regions of the same provider.             |
| <b>Non-prod runtime</b>     | 3.3 + 5.5 Operations  | Auto-shutdown dev/test out of hours. Typical saving: 60–70% of non-prod compute cost and carbon.                               |
| <b>Compute family</b>       | 3.3 Physical View     | ARM (Graviton, Ampere, Cobalt) and latest-generation x86 deliver 20–40% better performance-per-watt than older instance types. |
| <b>DR posture</b>           | 3.3 + 4.2 Reliability | A warm standby running 24x7 doubles compute footprint. Match DR mode (cold / pilot light / warm / hot) to the actual RTO.      |
| <b>Data retention</b>       | 3.4 Data View         | Set a retention policy and automate expiry. Indefinite “keep just in case” is the most common waste.                           |
| <b>Cold storage tiering</b> | 3.4 Data View         | Move logs/snapshots/backups to archive tiers (S3 Glacier, Azure Archive). Cost and carbon both drop sharply.                   |
| <b>Caching &amp; async</b>  | 3.1 Logical View      | Avoid recomputation. Cache responses, debounce polls, replace busy-wait with events.   |
| <b>Right-sizing cadence</b> | 5.5 Operations        | Quarterly right-sizing using cloud advisor tools catches drift. Without a cadence, over-provisioning grows linearly.           |

### The three Green Software principles

| Principle                | Meaning  | Typical action                               |
|--------------------------|--|--|
| <b>Carbon efficiency</b> | Emit the least carbon for a given output           | Region choice, ARM compute, retention        |
| <b>Energy efficiency</b> | Use the least energy for a given task              | Caching, async, code-level efficiency        |
| <b>Carbon awareness</b>  | Do more when the grid is clean, less when it isn't | Time-shift batch jobs, defer non-urgent work |

### **When to skip sustainability prompts**

A Tier 5 internal tool running on shared SaaS doesn't need a Software Carbon Intensity baseline. Match the depth of treatment to the system's actual footprint. A 50-instance e-commerce platform deserves the full Section 4.5 treatment; a fortnightly batch job on shared compute does not.

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