# Discipline by Discipline: Design

One of the most important aspects of the Unified Process and what I emphasize when managing complex software development projects is to focus on an *'architecture-centric'* approach to building a system.

The best way to accomplish this from my perspective is to ensure a *prioritization* of user stories/use cases based on not only business value but *architectural significance*. It's also important to remember that building architecturally significant components can still demonstrate business value at the completion of an iteration. A simple UI showing how data can be entered, stored and retrieved (even if it's not editable) shows a business stakeholder that the 'tiers' and 'layers' that exist behind the scenes are adding value. One way to ensure a balance between business needs and architectural requirements is to establish a **troika** of the Product Owner, Architect and Project Manager to review and assess the Release Plan and its prioritization.

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