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| Paper | Eraser |
| Summary of system: What is it? What does it do? |  |
| Does Eraser respond to a previous system? What problem is solved by Eraser? |  |
| What are the modules of the system? How do they interact? |  |
| Design goals (use evidence from text) |  |

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|  | Relevant(y/n) | If no, why not? If yes, is goal met? | Evidence from text |
| Simplicity |  |  |  |
| Scalability |  |  |  |
| Fault-tolerance/ handling failures |  |  |  |
| Security |  |  |  |

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| Additional design goals, if any (use extra paper if >2) | Is this goal met? Explain | Evidence from text |
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| Other analysis (limitations, context, notable success) |  |
| Criteria most important to *this system* and why  |  |