	Use	
Name	Case/Requir	December
Name	ements	Description
		User: can
		press this
		button to
		either turn
		on CES
	4	device or
power	1 and 2	turn it off
		User:The ok
		button
		allows users
		to traverse
		the menu
		objects on
		the CES
		device.
		Pressing
		okay while
		on an option
		will make
	User is on a	the option
ok	menu	load up.
		HeariThe He
		User:The Up botton
		allows the
		user to
		augment the
	2	power of the
up	3	CES device
		User: The
		Down
		Button will
		allow the
		user to
		decrease the
		power of the
down	3	CES device

timer	4	User: The timer button will allow the user to cycle through each interval of time option on the CES device. (20,40,and 60)
back	User has turned on the device and left the starting page.	User: the back button will allow the user to interact with menus as well. Pressing it returns to the previous page.
charge	battery life has been drained	Simulator: This button is used to "charge" the device, simulating either the replacement of batteries or charging

		Simulator:
		This button
		simulates a
		powersurge
		in the
		device,
		setting it's
		power
		setting to
PowerSurge	12	over 700.
		User: The
		history
		button
		allows a user
		to access
		their
		previous
		sessions and
History	6	view them.
Tilstory	0	Simulator:
		this button
		is used to
		simulate a
		whole
		session of
		CES. Using it
	Session	will set the
Finish	must have	timer to
Session	started	zero.
		Heart This
		User: This
		button
		allows the
		User to cycle
		between
		each
Change		frequency
Frequency	8	option

Change Waveform		User: This button allows the User to cycle between each waveform
Realistice Power Draw	7	Simulator: This simulates real time battery drain. While this is active, the battery drains as it would on a normal device. If it's turned off, the battery drains much faster to test
Contact	Session must be ready to start	Simulator: this check represents "contact" with the user. Meant to simulate the user using the device

User: Can press this button to lock their settings, so that they are no longer changed when other buttons are 9 pushed.

Lock