

Project 02: Voting Simulation

Requirements Definition Document
RDD Version 1

Team 01

Marina Seheon (Manager)
Andrei Phelps (Document Manager)
Luke McDougall (Lead Software Engineer)
Jack Vanlyssel
Spoorthi Menta
Vamsi Krishna Singara

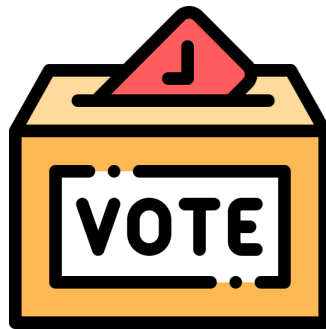


Image courtesy of Flaticon.com [1].

Table of Contents

1	Introduction	2
2	Definition of Terms	2
3	Objectives	2
3.1	Objective 1	2
3.2	Objective 2	2
3.3	Objective 3	2
4	System Organization	2
5	Capabilities	2
6	Design Constraints	2

1 Introduction

Blah blah blah...

2 Definition of Terms

This section provides definitions for critical terms recurrently utilized throughout the document. This section can be a reference point for readers engaging with the content.

- I. **Item 1:** Wow, so cool.
- II. **Item 2:** Wow, so cool.
- III. **Item 3:** Wow, so cool.
- IV. **Item 4:** Wow, so cool.
- V. **Item 5:** Wow, so cool.

3 Objectives

Blah blah blah...

3.1 Objective 1

Blah blah blah...

3.2 Objective 2

Blah blah blah...

3.3 Objective 3

Blah blah blah...

4 System Organization

Blah blah blah...

5 Capabilities

Blah blah blah...

6 Design Constraints

Blah blah blah...

References

- [1] Feb. 2019. URL: https://www.flaticon.com/free-icon/elections_1582013?term=ballot&page=1&position=25&origin=search&related_id=1582013.