

1. Introduction

[Summary here]

1.1. Purpose

1.2. Scope

1.3. Definitions, Acronyms, and Abbreviations

1.4. References

1.5. Overview

2. General Description

[Overview]

2.1. Prototype Architecture (Hardware/Software)

2.1.1. Provide an overview of the hardware and software used for the prototype

2.1.2. Provide and describe the prototype MFCD

2.2. Prototype Features and Capabilities (include Prototype Feature Table)

2.3. Prototype Development Challenges

2.4. External Interfaces

3. Specification Requirements

3.1. Functional Requirements

3.1.1. Android Application

3.1.1.1. Login

3.1.1.2. Registration

3.1.1.3. Reset Password

3.1.1.4. Box Locator

3.1.1.5. Furniture/Item Measurement

- 3.1.1.6. Load Plan
 - 3.1.1.7. Logistics Planning
 - 3.1.1.8. Move Inventory
 - 3.1.1.9. Authentication
 - 3.1.1.10. Expert Tips
 - 3.1.1.11. Expert Articles
 - 3.1.1.12. Feedback
- 3.1.2. Test Harness
 - 3.1.2.1. Sample Move Inventory
 - 3.1.2.2. Edge Cases
 - 3.1.2.2.1. Items Larger than Truck
 - 3.1.2.2.2. Extremely Heavy Objects
 - 3.1.2.3. New Truck Size
- 3.1.3. Web API
 - 3.1.3.1. Authentication
- 3.2. Performance Requirements
- 3.3. Assumptions and Constraints
- 3.4. Non-Functional Requirements
 - 3.4.1. Security
 - 3.4.2. Maintainability
 - 3.4.3. Reliability

Appendix

