Requirements and Specifications

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Abstract—**This document contains the specifications of CS 205 Software Engineering's final project, an implementation of Rat-a-tat Cat. These standards and requirements will be followed by all team members. The following terms and descriptions must be clear to all members so that the system is a cohesive and comprehendable system.**

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Your introduction goes here! Some examples of commonly used commands and features are listed below, to help you get started.

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I. TERMS AND DEFINITIONS

Must   If a specification uses the word Must, then all team members are required to follow this requirement. E.g. *The System **must** handle all possible URLs and direct the user's to an appropriate page.*

Shall   If a specification uses the word Shall, then the System must respond to the specification in the detailed way. E.g. *The system **shall** perform operations in a timely manner and no operation will take more than 10 seconds*

Gantt   A bar graph used to visualize a project schedule

Glow   To glow is to surround an object with a faint highlight that indicates that the User may interact with this object.

State   The System's internal state is kept using a Stack of strings that indicate the current and next state of the System, this collection is refered to as the State and can be pushed, popped, and peeked.