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## Voxc.js Requirements Specification

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# 1 Introduction

## 1.1 Purpose

This SRS document aims to stipulate the requirements of the voxc.js library to aid in the development process and to ensure that a functional and usable product is delivered.

## 1.2 Product Scope

Voxc.js is meant to be an easy to use and easy to maintain JavaScript library, similar to how three.js is a library for WebGL. The purpose of the project is to provide users a way to import Voxel models into a webpage that would be using the Voxc.js library and ultimately texturing these Voxel models according to a rules file with a specified structure. The user will then be able to export the textured and rendered object.

## 1.3 References

<http://www.oskarstalberg.com/game/house/Index.html>

<https://voxel.codeplex.com/>

<https://pages.github.com/>

<http://threejs.org/>

<http://coffeescript.org/>

<http://es6-features.org/#Constants>

<http://www.typescriptlang.org/>

<http://www.codebelt.com/typescript/typescript-es6-modules-boilerplate/>

<http://giacomotag.io/typescript-webpack/>

## **2 External Interface Requirements**

### **2.1 User Interfaces**

### **2.2 Software Interfaces**

### **2.3 Communications Interfaces**

### **3 System Features**

#### **3.1 System Feature 1**

##### **3.1.1 Description and Priority**

##### **3.1.2 Stimulus/Response Sequences**

##### **3.1.3 Functional Requirements**

## **4 Other Nonfunctional Requirements**

**4.1 Performance Requirements**

**4.2 Security Requirements**

**4.3 Quality Requirements**