1. Introduction
   1. Purpose and Scope - what is this system about
   2. Glossary - terms, definitions, acronyms
2. Overall Description
   1. Problem Description - statement of need; description of the world
   2. Context of Use - the situations in which the need arises
   3. Users - who will be using the system
   4. System Goals - success criteria for the system
3. Specific Requirements
   1. User Stories - SMART
   2. BDD Scripts - Gherkin scripts corresponding to each user story
   3. Lo-fi Prototypes - wireframes with mini-specs describing each element
   4. Object Model - the real-world entities that need to be modeled by the system - draw as simple class diagram (class names, no attributes or methods)