Software Documentation for

<project>

CS114 Introduction to Software Engineering

<Team members>

<Date>

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# Revision History

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Responsible Person** | **Version** |
|  |  |  |  |  |
|  |  |  |  |  |

# 1 Introduction Ben

## 1.1 Project Scope and Purpose

<This is where you introduce the project briefly. A more detailed description will follow>

## 1.2 Intended Audience

<Who is intended audience. What purpose will this project serve.>

# 2 Description Joe

## 2.1 Product Description

<Give us description of the overall project>

## 2.2 Operating Environment

<what is the targeted platform>

## 2.3 User Classes

### 2.3.1 Class 1

<give a list of classes that you will be designing with methods and attributes. At this point the list does not have to be exhaustive. This is to prompt you to think about your project. It wil change as you are coding.>

### 2.3.2 Class 2

### 2.3.3 Class 3

# 3 Features

<Here you will talk about features of your software>

## 3.1 Feature 1

<Substitute the name of the feature>

## 3.2 Feature 2

## 3.3 Feature 3

# 4 Interface

## 4.1 User Interface

<How are users going to interact with the software: graphical, web, command line?>

## 4.2 Hardware Interface

<What hardware is needed>

## 4.3 Software Interface

<What software is going to be used>

# 5 User Document – How To

<These are essentially help files telling users how to use the software>

# 6 Conclusions and Lessons Learned

<What have you learned from this project? What else can we include?>