**Functional example:**

○ The user should be able to add a keyframe

○ The user should be able to remove a keyframe

○ The user should be able to move a keyframe

○ The user should be able to play the timeline

○ The user should be able to pause the timeline

○ The user should be able to stop the timeline

○ The user should be able to control the timeline playhead **(DIFFICULT TO DO)**

○ The user should be able to save the timeline configuration (not tested yet)

○ The user should be able to drag and drop the dom elements

○ The user should be able to select a keyframe

**● Nonfunctional example:**

○ The system associates the timeline with 1 specific dom element

○ The system uses GSAP to animate with and construct a timeline

○ The keyframes at least hold a delay and duration variable

○ The application uses localstorage

○ The total and maximum duration of the timeline is 15 seconds

■ It should not be able to add a keyframe with a delay and duration over 15

seconds

■ It should not be able to add a keyframe with a delay less than 0

○ The system will not allow keyframes to overlap; Meaning that in the case that you

have multiple keyframes the user is not allowed to drag 1 keyframe on top of

another.

○ The system will disable the stop and pause buttons when the timeline is playing

○ The system will disable the remove keyframe button when there are no keyframes

added to the timeline

○ The system will disable the add keyframe button when no more keyframes can be

added based on the timeline’s total duration

○ The system should be able to load in a timeline based on timeline ID in the URL

○ The system will automatically append keyframes after the last keyframe delay +

duration. It additionally will add 1 second.

○ The system moves the playhead according to the current time when the timeline is

playing

○ The system will keep states when keyframes are selected. This means the system

remembers the position of the dom element in that state. The timeline then will

move the dom element from state to state (or keyframe to keyframe).

■ For example:

● Keyframe 1 is selected position X and Y are 0

● Keyframe 2 is selected position X and Y are 0

● The dom element is moved to X and Y 100

● Keyframe 2 is selected position X and Y are 100

● The timeline is played

■ The timeline plays and the dom element moves from 0 to 100 on the X and Y

axis