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# Introduction

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This project will be a dart game for mobile devices. The main idea is to have the users throw darts at pictures that they have uploaded from their internal memory.

# Goals and Constraints

|  |
| --- |
|  |

This section describes all the goals and constraints of the dart game. Every action that takes place within the system will be described here as a requirement in the form of a use case.

## *Functional Requirements*

### **2.1.1 Use Cases**

Every functional requirement will be described as an individual use case. The following use cases have been defined as the outline of the project. Each one will be assigned an importance and difficulty value on five, one being the lowest and five being the highest. Every use case will also have a pre-condition which must be met before it can be accessed.