# Requirements Specification Document
# Storyboard App
# Storyboard Creation iOS iPad Application

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# 1 Scope

### *1.1 Identification*

This Software Requirements Specification (SRS) documents the requirements for the Storyboard iOS iPad application, called **Storyboard**.

### *1.2 System Overview*

Storyboard is an iOS application specifically designed for the iPad machine.

When the application is launched, the user is taken to the *main view*. In this view, the screen contains two labeled buttons. One button creates a new Storyboard project and the other opens an existing Storyboard project. If the user opens an existing Storyboard project, the user is taken to the *open-project view*. If the user creates a new Storyboard project, the user is taken to the *details view*.

In the open-project view, the user is presented with all past projects the user has worked on. This will be presented in a tile format where each tile represents one project. The title of each project will be listed below each tile. The user may select the desired project to edit by tapping on the project's corresponding tile. The selection will be highlighted. The user may undo the selection by either selecting another project or tapping again on the currently selected tile. There will be two labeled buttons. One button cancels the selection process and returns the user back to the main view. The other button opens the selected project in the workstation view.

In the details view, the screen displays two labeled entry fields into which the following values may be typed: Project Title, Project Description. Additionally in this view, there will be two labeled buttons. One button cancels the creation of the project and returns the user back to the main view. The other button updates the default project title and project description based on the respective text input entered in the details view. The user is then taken to the *workstation view*.

In the workstation view, the user is presented with a blank white rectangular canvas. Each canvas represents one frame of a shot. The user may draw/sketch onto the canvas using one finger or a stylus (recommended). The frame will be centered on the screen and will be flanked on each side (top, bottom, left, right) with a menu or toolbar. One side will contain a menu with options relating to project management, such as saving the project, closing the project, and changing project details. Another side will contain a toolbar with tools relating to drawing onto/editing objects on the canvas, such as a color canvas and an objects library. One other side will contain options relating to the canvas itself, such as selecting a different layer of the frame to edit (background, foreground) and selecting a different frame within the project to work on. Lastly, there will be a side containing a text field for notes, where the user may type in notes describing the contents of the frame.

### *1.3 Document Overview*

This document is organized as follows. Section 2 presents tables containing related documents applicable to this program. Section 3 contains more in-depth descriptions of the system operation. Secion 4 contains required supporting resources. Section 5 presents the maintenance information.

The following table defines the language used in specifying requirements in this document. There are three levels of specification.

Table 1 – Document Definitions

| **Type** | **Definition** |
|---|---|
| Shall | Expresses a mandatory provision. |
| Should | Expresses a non-mandatory provision. |
| Will | Declaration of a purpose such as a design goal |

# 2 Applicable Documents

### *2.1 iOS Developer Documents*

Table 2 – Applicable Industry Standard Documents - iOS

| Document Number | Document Title | Date/Revision |
|---|---|---|
| TP40007898-CH1-SW1 | iOS Technology Overview | 2012-09-19 |
| TP40008246 | What's New in iOS | 2013-01-28 |
| TP40006890 | UIImage Class Reference | 2013-01-28 |
| TP40009541 | Event Handling Guide for iOS | 2013-01-28 |

### *2.2 Mac Developer Documents*

Table 3 – Applicable Industry Standard Documents - Mac

| Document Number | Document Title | Date/Revision |
|---|---|---|
| TP40010215 | Xcode User Guide | 2013-01-28 |

# 3 System Operation and Requirements

3.1 shall consist of four different vie 

3.2 the main view shall contain two butt 

3.3 one button labeled “Open Project” in the main view shall bring the user to the open-project view

3.4 one button labeled “New” in the main view shall create a new project and bring the user to the details view

3.5 the open-project view shall display selectable tiles that each represent a project previously created by the user

3.6 a tile button in the open-project view shall be highlighted when a user selects that tile by tapping it

3.7 one tile at a time may be selected in the open-project view

3.8 the open-project view shall contain two buttons

3.9 one button labeled “Back” in the open-project view cancels any selection of the project tiles and returns the user to the main view

3.10 one button labeled “Open” in the open-project view opens the project selected by the user in the workstation view

3.11 the “Open” button in the open-project view will remain disabled when initialized until the user selects a project tile

3.12 the details view shall contain two text fields and two buttons

3.13 one text field labeled “Project Title” in the details view shall allow the user to enter the title of the project, with the default value “Untitled”

3.14 one text field labeled “Project Description” in the details view shall allow the user to enter a description of the project, with the default value “None”

3.15 one button labeled “Back” in the details view cancels any input entered into either text field and returns the user to the main view

3.16 one button labeled “Create” in the details view creates a new project in the workstation view

3.17 the values of the newly created project’s name and description shall be the input entered into the corresponding text fields in the details view

3.18 the workstation view shall contain five panels

3.19 one panel in the workstation view shall contain a blank white canvas in which the user may draw/sketch

3.20 one panel in the workstation view shall contain a menu bar with options relating to project management

3.20.1 these options will include saving the current project and exiting the application

3.21 one panel in the workstation view shall contain a toolbar with tools relating to drawing onto/editing objects on the canvas

3.21.1 these tools will include a color palette for sketching and an object library

3.22 one panel in the workstation view shall contain options relating to the canvas itself

3.22.1 these options will include selecting the layer within the canvas the user would like to edit (background, foreground) and selecting the frame within the project to edit

3.23 one panel in the workstation view shall contain a text field for notes relating to the currently displayed frame

# 4 Computing Resource Requirements

## 4.1 Computing Hardware Requirements

4.1.1 The storyboard application shall execute only on an Apple iPad tablet computer

4.1.2 The storyboard application shall execute on any Apple iPad tablet computer

## 4.2 Computing Software Requirements

4.2.1 The iOS Simulator app must be installed on a Mac computer or virtual machine

4.2.2 The Xcode app must be installed on a Mac computer or virtual machine

4.2.3 The iOS SDK must be installed on a Mac computer or virtual machine

4.2.4 The storyboard application shall be able to execute using the iOS Simulator app

# 5 Qualification Provisions

## *5.1 Qualification Methods*

Table 4 – Qualification Method Descriptions

| Qualification Code | Qualification Method | Description |
|---|---|---|
| A | Analysis | The process of accumulated data obtained from other qualification methods. Examples are reduction, interpretation, or extrapolation of test results. |
| I | Inspection | The visual examination of software item code, documentation, etc. |
| T | Test | The operation of the software item, or a part of the software item, using instrumentation or other special test equipment to collect data for later analysis |
| D | Demonstration | The operation of the software item, or a part of the software item, that relies on observable functional operation not requiring the use of instrumentation, special test equipment, or subsequent analysis. |
| S | Special | Any special qualification methods for the software item, such as special tools, techniques, procedures, facilities, and acceptance limits. |

## *5.2 Qualification Matrix*

Table 5 – Qualification Matrix

| Paragraph Number | Requirement | Compliance Synopsis | Verif. Method |
|---|---|---|---|
| 3.1 | shall consist of four different views | Observe the installation directory and verify that four files with file names ending with “View.h” and “View.m” exist | I |
| 3.2 | the main view shall contain two buttons | Observe the dock of the Interface Builder pane and verify that two button objects exist in the “main” view | I |
| 3.3 | one button labeled “Open Project” in the main view shall bring the user to the open-project view | Display the “main” view and select the “Open Project” button; observe that the “open-project” view is displayed. | D |
| 3.4 | one button labeled “New” in the main view shall create a new project and bring the user to the details view | Display the “main” view and select the “New” button; observe that the “details” view is displayed. | D |
| 3.5 | The open-project view shall display selectable tiles that each represent a project previously created by the user | Observe the current released version of the implementation code. | D |

| | | | |
|---|---|---|---|
| 3.6 | a tile button in the open-project view shall be highlighted when a user selects that tile by tapping it | Observe the current released version of the implementation code. | I |
| 3.7 | one tile at a time may be selected in the open-project view | Observe the current released version of the implementation code. | I |
| 3.8 | the open-project view shall contain two buttons | Observe the dock of the Interface Builder pane and verify that two button objects exist in the “open-project” view. | I |
| 3.9 | one button labeled “Back” in the open-project view cancels any selection of the project tiles and returns the user to the main view | Display the “open-project” view and select the “Back” button; observe that the “main” view is displayed. | D |
| 3.10 | one button labeled “Open” in the open-project view opens the project selected by the user in the workstation view | Display the “open-project” view and select the “Open” button; observe that the “workstation” view is displayed with the correctly selected project | D |
| 3.11 | the “Open” button in the open-project view will remain disabled when initialized until the user selects a project tile | Display the “open-project” view; observe that the “Open” button is grayed out and disabled until one project is selected from the “open-project” view. | I |
| 3.12 | the details view shall contain two text fields and two buttons | Observe the dock of the Interface Builder pane and verify that two button objects and two text field objects exist in the “details” view. | I |
| 3.13 | one text field labeled “Project Title” in the details view shall allow the user to enter the title of the project, with the default value “Untitled” | Observe the current released version of the implementation code. | I |
| 3.14 | one text field labeled “Project Description” in the details view shall allow the user to enter a description of the project, with the default value “None” | Observe the current released version of the implementation code. | I |
| 3.15 | one button labeled “Back” in the details view cancels any input entered into either text field and returns the user to the main view | Display the “details” view and select the “Back” button; observe that the “main” view is displayed. | D |
| 3.16 | one button labeled “Create” in the details view creates a new project in the workstation view | Display the “details” view and select the “Create” button; observe that the “workstation” view is displayed. | D |

| | | | |
|---|---|---|---|
| 3.17 | the values of the newly created project's name and description shall be the input entered into the corresponding text fields in the details view | Display the "details" view and select the "Create" button; observe that the "workstation" view is displayed with a blank white canvas, contains only one frame, and displays the appropriate project title and description that was entered in the previous "details" view. | I |
| 3.18 | the workstation view shall contain five panels | Observe the installation directory and verify that five ".nib" files exist with file names beginning with "workstation". | I |
| 3.19 | one panel in the workstation view shall contain a blank white canvas in which the user may draw/sketch | Observe the installation directory and verify that one ".nib" file for the canvas exists. | I |
| 3.20 | one panel in the workstation view shall contain a menu bar with options relating to project management | Observe the installation directory and verify that one ".nib" file for the menu-bar exists. | I |
| 3.21 | one panel in the workstation view shall contain a toolbar with tools relating to drawing onto/editing objects on the canvas | Observe the installation directory and verify that one ".nib" file for the tool-bar exists. | I |
| 3.22 | one panel in the workstation view shall contain options relating to the canvas itself | Observe the installation directory and verify that one ".nib" file for the canvas-options exists. | I |
| 3.23 | one panel in the workstation view shall contain a text field for notes relating to the currently displayed frame | Observe the installation directory and verify that one ".nib" file for the notes exists. | I |