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Intro to C-Sharp Assessment

1. **Requirements Documentation**
   1. **Description of problem**

**Name:** C# Tool

**Problem Statement:** Create a C# tool that can be used for Game Development.

**Problem Specifications**: The tool should work without error, and it should be able to save information by serialization.

* 1. **Input information**

The user uses the mouse to click buttons and the keyboard to input information into textboxes.

* 1. **Output Information**

The application displays a window with clickable buttons and textboxes.

* 1. **User Interface**

The user interface is mostly made of buttons and textboxes. The buttons contain text on them to give the user information about what that button does. The user can also hover the mouse over most buttons for a tooltip to display giving even more information about the button.

1. **System Architecture**

**Prototype**: (Function prototype)

**Description**: (What does the function do)

**Precondition**: (What is needed for the function to start execution)

**Post** **condition**: (What is the condition of the application after the function execution)

**Protection** **Level**: (Protection level of the function with in the class)

1. **Source** **Code**

(Copy paste code from Visual Studios)

1. **Read Me**

(Be very clear as to how the assessor should go about getting your application, running it, and using it. You should assume the assessor knows nothing about your application.)