

<b>Name:</b>	Open Application
<b>Summary:</b>	A user opens Application and chooses file to open
<b>Version:</b>	1.1 (Current revision number)
<b>Preconditions:</b>	1. Software is installed 2. User has selected program to execute
<b>Triggers:</b>	Application is started
<b>Main Success Scenario:</b>	1.1. User Selects 'Create New' 1.2. System Prompts User Cube Width - User enters Cube width number 1.3. System Prompts User Cube Height - User enters Cube height number 1.4. System Prompts User Cube Depth - User enters Cube depth number 1.5. System Prompts User Led Colors - User selects available colors 1.6. User Accepts options
<b>Alternative Success Scenarios:</b>	1. User Selects 'Open Existing' 2. System Prompts user what .txt file to open 3. User Selects .txt file
<b>Postconditions:</b>	1. View of cube is displayed
<b>Business Rules:</b>	1.List items to be validated and other business rules that need to be enforced 2.? 3.?
<b>Notes:</b>	1.Additional items that needed to clarified or special considerations

<b>Name:</b>	Select Led Color
<b>Summary:</b>	User selects what color they want
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects color desired
<b>Main Success Scenario:</b>	1. User Selects White Button
<b>Alternative Success Scenarios:</b>	1.1. User Selects Red Button  2.1. User Selects Blue Button  3.1. User Selects Green Button  4.1 User Selects White Button  5.1 User Selects Black Button  6.1. User Selects Custom Button 6.2 System displays Color Pallet 6.3 User Selects Custom Color
<b>Postconditions:</b>	1.Button of current Color is highlighted
<b>Business Rules:</b>	

<b>Notes:</b>	1.Black button is equivalent to Led being turned off
---------------	--

<b>Name:</b>	Select Panel
<b>Summary:</b>	User selects current working pannel
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects color desired
<b>Main Success Scenario:</b>	1. User Selects Desired working panel
<b>Alternative Success Scenarios:</b>	1.1. User scrolls among panels 1.2. User selects working panel
<b>Postconditions:</b>	1. Current Working Panel is highlighted
<b>Business Rules:</b>	
<b>Notes:</b>	

<b>Name:</b>	Save Instance
<b>Summary:</b>	User saves snapshot of cube at point in time
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects save instance
<b>Main Success Scenario:</b>	1. User Selects Save Button 1.1. View displays "Saved iteration X"
<b>Alternative Success Scenarios:</b>	
<b>Postconditions:</b>	1. View of Cube is displayed
<b>Business Rules:</b>	
<b>Notes:</b>	1. Iteration X is a number to show where in the sequence the animation is

<b>Name:</b>	Duplicate Instance
<b>Summary:</b>	User copies previous led cube layout to new instance
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects duplicate instance
<b>Main Success Scenario:</b>	1. User Selects duplicate Button 1.1. System displays Message "Saved iteration X" 1.2. Panel displays instance identical to previous instance
<b>Alternative Success Scenarios:</b>	
<b>Postconditions:</b>	1. View of Cube is displayed
<b>Business Rules:</b>	
<b>Notes:</b>	1. Iteration X is a number to show where in the sequence the animation is

<b>Name:</b>	Next Instance
<b>Summary:</b>	User transitions to new moment in time
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects "Next Instance"
<b>Main Success Scenario:</b>	1. System finds existing next instance 1.1. System Saves current instance 1.2. Panel Displays "Instance X"
<b>Alternative Success Scenarios:</b>	1. System does not find next instance 1.1. System Creates new Instance X 1.2. System Displays Message "Instance X Created" 1.3. Panel Displays "Instance X"
<b>Postconditions:</b>	1. View of Cube is displayed
<b>Business Rules:</b>	
<b>Notes:</b>	

<b>Name:</b>	Previous Instance
<b>Summary:</b>	User transitions to existing moment in time
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User Selects "Next Instance"
<b>Main Success Scenario:</b>	1. System finds existing previous instance 1.1. System saves current instance 1.2. Panel Displays "Instance X"
<b>Alternative Success Scenarios:</b>	1. System does not find previous instance 1.1. System verifies on instance 1 1.2. Panel Displays Message "At instance 1"
<b>Postconditions:</b>	1. View of Cube is displayed
<b>Business Rules:</b>	
<b>Notes:</b>	

<b>Name:</b>	Modify Instance Viewed
<b>Summary:</b>	User enters specific number of instance to view
<b>Version:</b>	1.0
<b>Preconditions:</b>	1. View of Cube is displayed
<b>Triggers:</b>	User enters number of specific instance
<b>Main Success Scenario:</b>	1. System saves current instance 1.1. System finds existing specific instance 1.2. Panel Displays "Instance X"

<b>Alternative Success Scenarios:</b>	1. System saves current instance 1.1. System does not find next instance 1.2. System Displays Message "Instance X Non existant" 1.3. Panel maintains current view
<b>Postconditions:</b>	1. View of Cube is displayed
<b>Business Rules:</b>	
<b>Notes:</b>	