Edith

Animation Team
Requirement Specifications

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1 *Executive Summary*

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2 *Introduction*

2.1 Edith

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2.2 Module

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2.3 Purpose

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3 *Functional Requirements*

3.1 "Use Case 1 NAME"

1. Actor

   (a) "Drawer": The system providing us with sprites to animate and sounds to play.

   (b) "Taker": The system that takes and displays our canvas.

   (c) Animation System: The system we are creating that handles back-end animation and final.

2. Preconditions/Assumptions

   (a) Preconditions: The user has already defines which sprites will be animated and which sounds will be played.

   (b) Assumptions: The web browser supports HTML5 and JavaScript.

3. Flow of Events

   (a) "Drawer" provides drawing instructions to the Animation System.

   (b) The Animation System processes the instructions.

   (c) The Animation System creates animations and plays sounds.

   (d) The Animation System provides the animations to the "Taker."

4. Alternatives

   (a) The "Drawer" provides faulty drawing instructions.

   (b) The Animation System attempts and fails to process instructions.

   (c) The Animation System passes the error to the "Taker."

3.2 UML
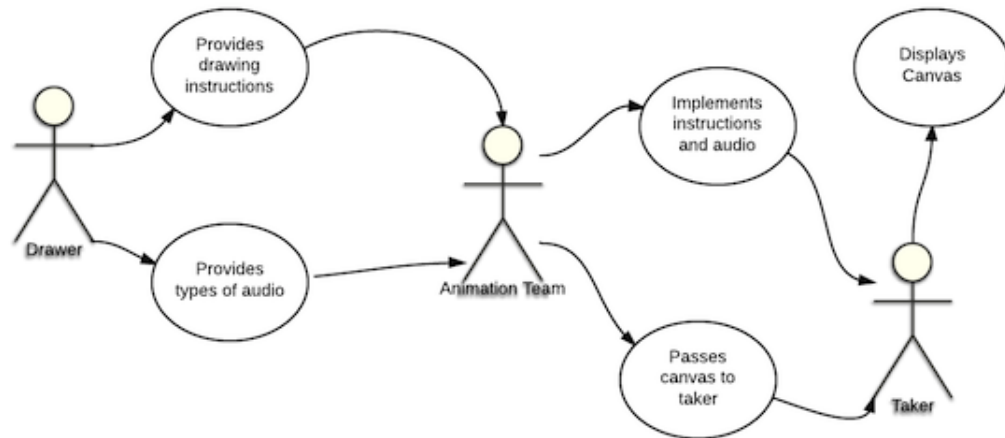
UML Diagram of Animation System Flow of Events

4 Nonfunctional Requirements

List and briefly describe (in a sentence or two) the nonfunctional requirements for your product. Try to describe the nonfunctional requirements in a testable manner; how will you know if you've made the system "easy to use"?

5 Glossary/References

Finally, be sure to define the specialized terms you use (if any!), and to include citations to any references you make (e.g., if you reference any other systems as comparison points). Always provide proper attribution to other people's work.