Edith

Animation System Final Report

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1. Animation System Summary

- 1.1 Describe the system from the user's perspective—with the potential user being both the end-user and the other "developers" who would be utilizing your module. Thus you should focus on functionality, but feel free to include information about system workings.
- 2. Development Procedures
- 3. Requirements Evaluation
- 4. System Design & Architecture
- 5. Individual Reflections
 - 5.1 Eric

ERIC TYPES HERE ERIC TYPES HERE

5.2 Kramer

KRAMER TYPES HERE

5.3 Zeke

ZEKE TYPES HERE

5.4 Calder

CALDER TYPES HERE

5.5 Jon

JON TYPES HERE

6. Glossary & References