

# Story Creator Requirements Specification

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# **1 Summary**

This SRS describes the requirements and specifications for the Story Creator module of the edith software, a system to help younger students learn to program.

## **2 Introduction**

### **2.1 Edith**

Edith will be a web-based educational system designed to help younger students develop an interest in and learn about programming. The user will be able to create a "story" by dragging and dropping objects, giving the objects animations, and creating ways for the user or other users to interact with their story. By doing this students will be able to learn how relationships among objects work in programming.

### **2.2 Scope**

The Story Creator module is intended to function as a display that integrates the work of the Animation Systems module and Visual Editor module in order to allow the user to create an animated story. This module will employ the Visual Editor and Animation Systems module to interact with objects that are given by the Object Creator. This module will provide a user interface that combines the displays of the Animation System and Visual Editor module. Story creator will add extra functionality to the Visual Editor and Animation Systems module and put together the interaction between the Object Creator module in order to specify actions performed by the objects given by the Object Creator module.

### **2.3 Purpose**

The purpose of the Story Creator section of the Edith software is to ensure that each other piece of the software can work together as a cohesive whole. This will be done through the user interface by providing a way for the user to select objects and choose actions and animations for each object. From there, the user will be able to interact in different ways with the animated objects they have created and then finalize the "story" they have created

so they can keep it or share it among friends. Story creator will construct these interactions between the pieces as well as a pleasant display view for the user.

## **3 Functional Requirements/Use Cases**

### **3.1 "Create a new story"**

- Actor: The user
- Preconditions/Assumptions: No preconditions.
- Flow of Events:
  - User will open program.
  - User wants to create a new story.
  - User will select an option to create a new story.
- Alternatives: A previously created story may already be opened, in that case the user will close the story and proceed with the second event.
- Postconditions: The program will be ready for the user to create a story.

### **3.2 "Create an object"**

- Actor: The user
- Preconditions/Assumptions: The program is open.
- Flow of Events:
  - User wants to create an object in their story.
  - User will select an option to create an object.
  - User will use the mouse to drag the object.
  - User will choose where to place the object.
  - User will drop the object in that place.

- Alternatives: Object may not be compatible with some other objects/animations already in story, in that case user will choose whether to delete the old object or not create the new one.
- Postconditions: The program will display one additional object than it did before.