Edith

Animation Team
Requirement Specifications

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1 *Executive Summary*

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2 *Introduction*

2.1 Edith

Edith is a 2D, web-based system to help students learn to program and get excited about computer science. The system will allow students to program relationships among objects in a virtual world, in order to create animations. It will offer several useful capabilities: users will be able to create objects for their story using a graphical, drag and drop interface; specify animated behaviors for these objects using a visual programming language; add user interactions to create game-like experiences; and share their creations with others.

2.2 Module

Details here

2.3 Purpose

Details here Details here

3 *Functional Requirements*

3.1 ”Use Case 1: Providing Animations and Playing Sounds”

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.”

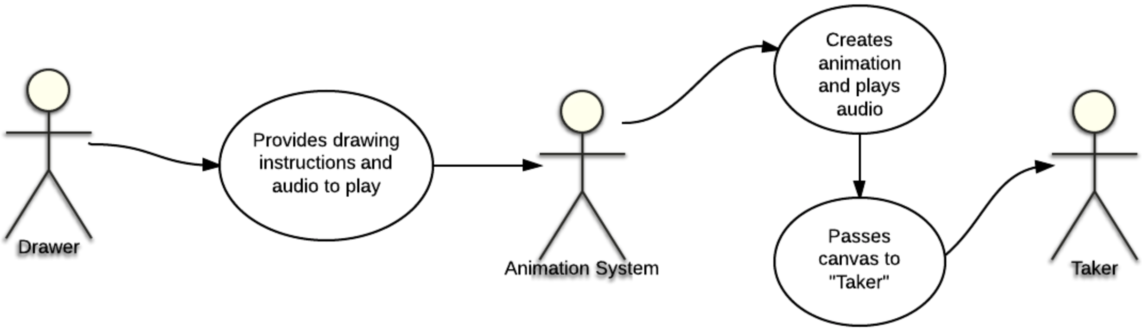
4. Alternatives

   (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


Drawer
Provides drawing instructions and audio to play
Animation System
Creates animation and plays audio
Passes canvas to "Taker"
Taker

UML Diagram of Animation System Flow of Events

4 *Nonfunctional Requirements*

- Ease-of-Use: Specific documentation of options for animation provided to the "Drawer" on animations that we can provide.
- Documentation: Specific documentation of instructions provided to the "Taker" on how to receive the dynamic picture frame (the canvas).

5 *Glossary/References*

Glossary:

- Canvas: The JavaScript and HTML5 "dynamic picture frame" to give to the "Taker."
- Sprite: a computer graphic that may be moved on-screen and otherwise manipulated as a single entity

References:

- LaTeX WikiBook http://en.wikibooks.org/wiki/LaTeX
- Edith Project Description http://cs.pugetsound.edu/ jross/courses/cs240/project/edith/
- New Oxford American Dictionary (American English)