

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) Actor here
  - (b) Or here
2. Preconditions/Assumptions
  - (a) Preconditions
  - (b) Assumptions
3. Flow of Events
  - (a) Flow here
  - (b) Sun Flows?
4. Alternatives
  - (a) Flows that deviate from the main flow. "Exceptions"
  - (b) More here
5. Postconditions
  - (a) Postconditions
  - (b) More here

#### **3.2    "Use Case 2 NAME"**

1. Actor
  - (a) Actor here
  - (b) Or here
2. Preconditions/Assumptions
  - (a) Preconditions
  - (b) Assumptions

### 3. Flow of Events

- (a) Flow here
- (b) Sun Flows?

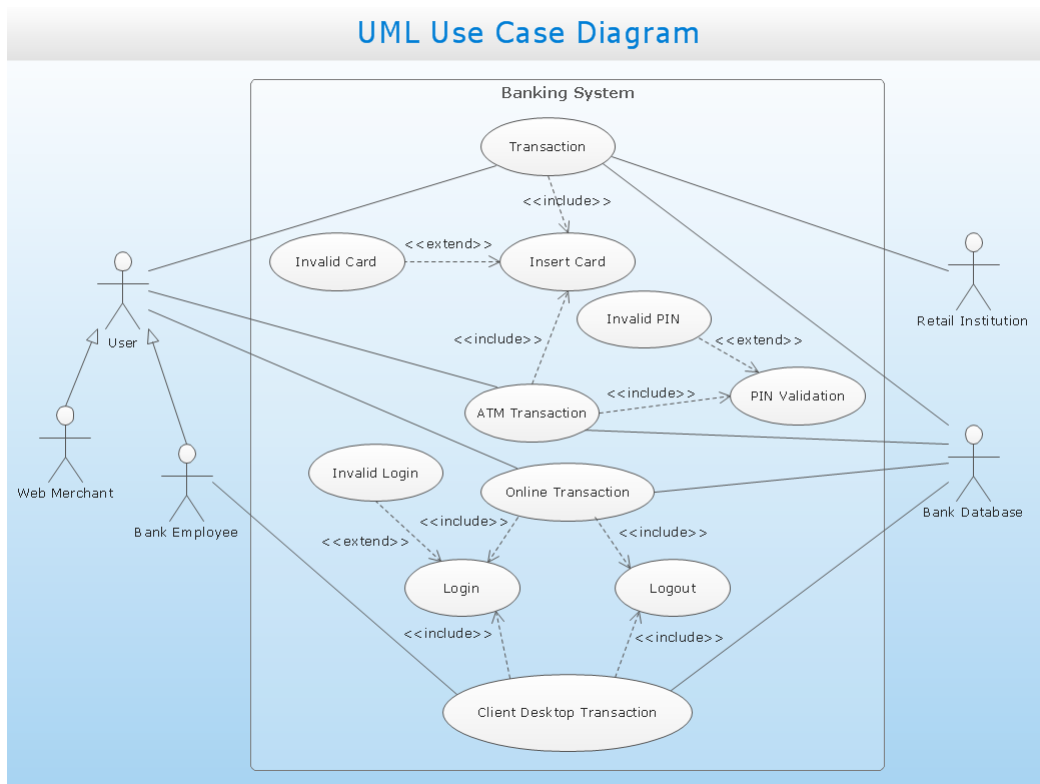
### 4. Alternatives

- (a) Flows that deviate from the main flow. "Exceptions"
- (b) More here

### 5. Postconditions

- (a) Postconditions
- (b) More here

## 3.3 UML



Caption of UML?

## 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.