Updates to the ShortSounds SRS and SDS Documents

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Process Paper:
Beta Release: The risks have changed. Our number two risk is now trying to figure out how to get multiple wave files to become a single file. This has become such a big risk because we have determined that it is much more complicated than we anticipated and it has involved a complete overhaul of our system, including changing how the files are stored and played and recorded. The rest of the risks are the same, but readjusted in order.
Release Candidate: The testing plan has been changed to reflect how testing has occurred throughout this project.

Product Description: No changes were made.

Use Cases:
Beta Release: Saving is no longer an explicitly invoked use case. Instead, the state of a Sound is saved automatically whenever a track is created or manipulated.

UI Diagrams:
Beta Release: These diagrams are now screenshots from the application, but most of the UI elements are pretty similar to the original diagrams.
Release Candidate: These diagrams are now updated to reflect the different track view on the application.

User Documentation:
Beta Release: There have been significant updates to how to use ShortSounds after the user interface has been created in Android. The menu bar has especially changed a lot and currently there is no implementation to delete a track.
Feature Complete Release: Documentation on how to use a newly implemented seek bar was added.
Release Candidate: Documentation on how to remove and rename a track was added.

Developer Documentation:
Beta Release: Design Patterns and Principles were added, as requested. The testing has also been updated to reflect the current state of testing in our project.

Feature Complete Release: Section on testing was updated to reflect the tests finished.

Schedule Changes:
Beta Release: The effect manipulation on the backend and effect being active in playback did not get finished for the Beta release. A large portion of this implementation was based upon the playback and media player type being finished. There were unforeseen changes due to audio playback not syncing and the lack of low level manipulation available with the android MediaPlayer, and AudioPlayer was used instead. The implementation for playing and recorded was completed, but the change pushed the effects implementation back. For this reason we have pushed this implementation to next week.

System Architecture:
Feature Complete Release: Diagrams were updated to reflect the current state of the classes and their functions.