



**ENGINEERING**  
Computing & Software

# Our Awesome Project

## *Requirements Standard Plan*

Author 1, Author 2, Author 3

Version 1, 2025-10-10

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# Control Information

Version	Delivery		Feedback	
	<i>Deadline</i>	<i>Delivered</i>	<i>Received</i>	<i>Integrated</i>
V1				
V2				
V3				

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## Author 3

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# Glossary

## Vim

Vim is a highly configurable, keyboard-driven text editor built to make creating and changing any kind of text very efficient.[\[3\]](#)

# (G) Goals

## Control Information

Table 1. Our Awesome Project — Versioning Information — Goal Book

Section	Version	Lead	Delivered on	Reviewer	Approved on
<b>G.1</b>					
<b>G.2</b>					
<b>G.3</b>					
<b>G.4</b>					
<b>G.5</b>					
<b>G.6</b>					
<b>G.7</b>					

## (G.1) Context and Overall Objectives

Our Awesome Project is designed to address gaps in existing note-taking systems, which lack efficient methods for integrating text and diagrams through a unified keyboard-driven workflow. Current solutions impose trade-offs in speed, flexibility, and workflow continuity, as explored in [G.2](#).

The goal of Our Awesome Project is to create an intuitive system that allows for keyboard-driven creation and editing of notes involving text and diagrams. Although there is an expectation that there will be a learning curve to become proficient with the system, the intended benefit is that the user will be able to create and edit notes more quickly than with existing systems.

## (G.2) Current situation

Our Awesome Project arises from the fact that students, especially in technical disciplines such as engineering, often need to create notes containing both structured text and quick sketches of diagrams like state machines, circuits, or tables. Often times these notes also need to be created in a timely manner, as lectures can move quickly.

There are many existing options for taking notes, each with their own trade-offs:

- Pen and paper
  - Not easily editable or shareable
  - Handwriting may be slower than typing
- Tablets with stylus support (e.g. iPad with Apple Pencil)
  - Can be expensive
  - Handwriting may be slower than typing
- Traditional text editors (e.g. Microsoft Word, Google Docs)

- Limited support for creating diagrams within the app
- Mouse-driven editors (e.g. Draw.io, OneNote)
  - Can be slow to navigate menus for specific geometry
  - Limited keyboard shortcut support for creating and editing geometry
  - May require exporting and importing images into a separate text editor for note-taking (e.g. Draw.io)
- Text-based diagram languages (e.g. Mermaid, PlantUML)
  - Separate definition from rendering, forcing users to manage an inefficient write-compile-insert cycle
  - Requires integration with another text editor for note-taking text
- Document markup languages (e.g. LaTeX, Typst)
  - Limited to a more traditional page format rather than infinite workspace like OneNote for example
  - Editing underlying text rather than geometry itself

On top of inefficiencies to workflow, an important note is that none of these solutions are fully keyboard-driven. This is a key aspect of the **Vim** ideology that Our Awesome Project aims to embody by providing a unified system for creation and editing of notes involving both text and diagrams exclusively through the keyboard.

## (G.3) Expected Benefits

🔄 Nothing available at this point.

## (G.4) Functionality overview

🔄 Nothing available at this point.

## (G.5) High-level usage scenarios

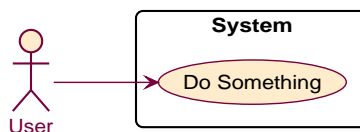


Figure 1. High Level use cases diagram

🔄 Nothing available at this point.

## (G.6) Limitations and Exclusions

🔄 Nothing available at this point.

## (G.7) Stakeholders and requirements sources

 Nothing available at this point.



# (E) Environment



*The Environment book describes the application domain and external context, physical or virtual (or a mix), in which the system will operate. [1]*

## Control Information

Table 2. Our Awesome Project — Versioning Information — Environment Book

Section	Version	Lead	Delivered	Reviewer	Approved
E.1					
E.2					
E.3					
E.4					
E.5					
E.6					

### (E.1) Glossary

🔄 Nothing available at this point.

### (E.2) Components

🔄 Nothing available at this point.

### (E.3) Constraints

🔄 Nothing available at this point.

### (E.4) Assumptions

🔄 Nothing available at this point.

### (E.5) Effects

🔄 Nothing available at this point.

### (E.6) Invariants

🔄 Nothing available at this point.

# (S) System



*the System book refines the Goal one by focusing on more detailed requirements.*

## Control Information

Section	Version	Lead	Delivered	Reviewer	Approved
S.1					
S.2					
S.3					
S.4					
S.5					
S.6					

### (S.1) Components

Nothing available at this point.

### (S.2) Functionality

Nothing available at this point.

### (S.3) Interfaces

Nothing available at this point.

### (S.4) Detailed usage scenarios

Nothing available at this point.

### (S.5) Prioritization

Nothing available at this point.

### (S.6) Verification and acceptance criteria

Nothing available at this point.

# (P) Project

## Control Information

Section	Version	Lead	Delivered	Reviewer	Approved
P.1					
P.2					
P.3					
P.4					
P.5					
P.6					
P.7					

### (P.1) Roles and personnel

 Nothing available at this point.

### (P.2) Imposed technical choices

 Nothing available at this point.

### (P.3) Schedule and milestones

 Nothing available at this point.

### (P.4) Tasks and deliverables

 Nothing available at this point.

### (P.5) Required technology elements

 Nothing available at this point.

### (P.6) Risk and mitigation analysis

 Nothing available at this point.

## (P.7) Requirements process and report

↻ Nothing available at this point.

# References

- [1] Bertrand Meyer. *Handbook of Requirements and Business Analysis*. Springer. 2022.
- [2] Ian Sommerville and Peter Sawyer. *Requirements Engineering: A good Practice Guide*. Wiley. 1997.
- [3] Vim - the ubiquitous text editor. 2025. <https://www.vim.org/>