**<Your Project Name Here>**

**User's Manual**

**<Course, Semester, Year>**

Team Name: <your team name here>

Team Members:

* <person1>
* <person2>
* ..

Modification history:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 05/13/13 | S. Applegate | Template |
| v1.0 | <date here> | <who> | <put comment to summarize the changes made in this version> |
| ... |  |  |  |

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**System Description**

<Include one or two paragraphs to describe your software product. What has been created? What is the primary appeal of your system? Tell people why they will be happy that they “bought” your product. Who will get the most out of using your system?>

**System States**

<Describe the major usage states of your system. This is particularly important if your system behaves differently when different resources are or are not available. Some examples might include: “Using this System (Online)”, “Using this System (Offline)”, “Using this System With GPS”, “Using this system Without GPS”, “Using this System (Single Player)”, “Using this System (“Multiplayer”).>

**System Functions**

<For each major function of your system, provide a step by step process for completing that function. This should include things like “create an account”, “login”, “navigating the system”, “create a new event”, “start a new game”, etc. Screen shots are a plus.>

**Appendix – Acronyms and Abbreviations**

<Define any acronyms and/or abbreviations used in the document. These should be listed in alphabetical order. Since this an appendix, remember to define them within the document when they are first used.>