

## Specific Requirements Draft:

1. Webapp Layout
  - a. Real-time rendering of HTML file and associated CSS and JS files using editor auto-formatting [2g] and browser hot-reloading [3e]
  - b. Able to connect and render multiple browsers simultaneously
  - c. Means of displaying each browser, could be tab based or split screen
2. Code Editor
  - a. Focus on language feature set for HTML, CSS, JS (features should work at least for these languages)
  - b. Support for Code highlighting, styling, and linting
  - c. Auto-completion, especially for listing the valid CSS properties
  - d. [PostCSS](#) to prefix and polyfill CSS properties for browsers
  - e. [Babel](#) to polyfill JS for browsers
  - f. [CanIUse](#) support for estimating target browser compatibility with currently compiled CSS
  - g. Format on save functionality, on save runs appropriate checks (styling, linting, PostCSS compilation, triggers browser updates)
  - h. Allow uploading & running current files/folders/workspaces
3. Virtualized Browsers
  - a. Render webpage based on compiled editor code
  - b. Support for most popular browsers; currently this includes Chrome, Edge, Firefox, Safari; [Source](#)
  - c. Allows selection specific browser versions for the browsers in [b]
  - d. A way to either automatically build VM's or used currently available online browser testers at an additional cost i.e. [Browserling](#), [BrowserStack](#), [LambdaTest](#)
  - e. Support for [hot-reloading](#)

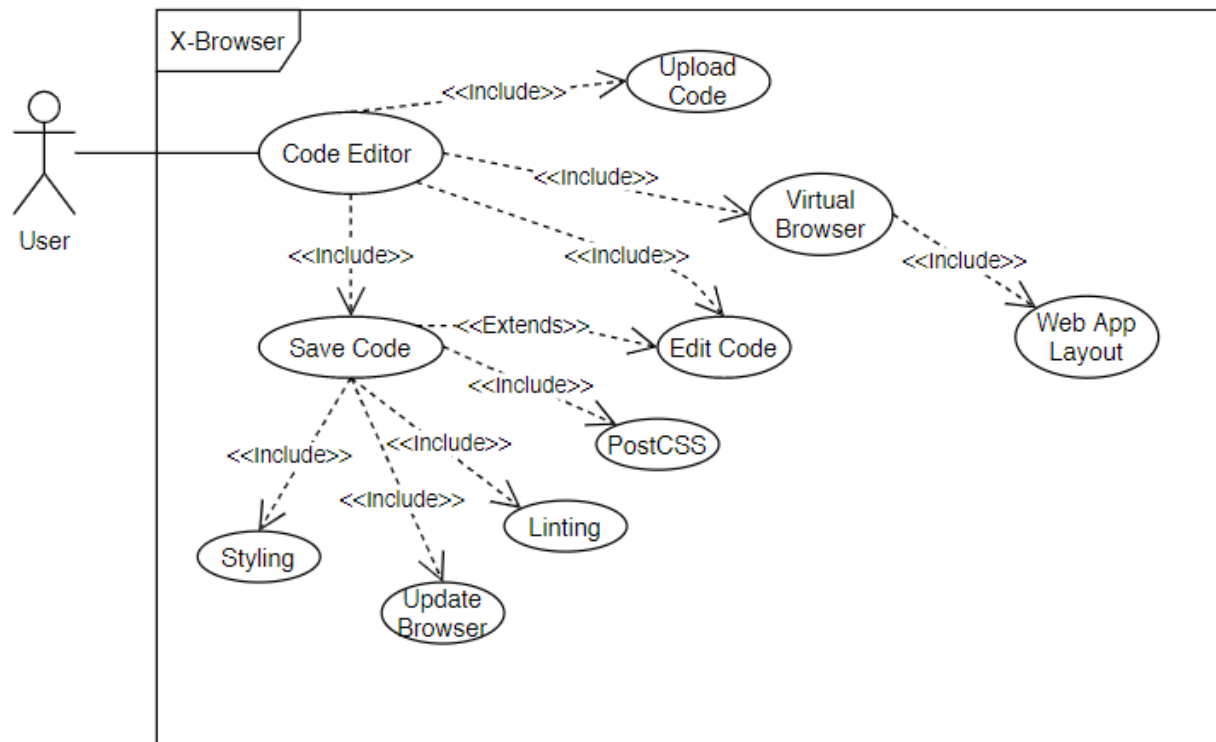
## **Specific Requirements Version 2:**

1. Code Editor
  - 1.1 The editor will accept user inputted HTML, CSS, and JS Code to make the Website
  - 1.2 The editor will prepare the code for rendering by the browsers
  - 1.3 The editor will allow the user to save any files created in the Editor.
    - 1.3.1. These files can then be downloaded to the user's computer.
  - 1.4 The editor will allow the user to upload any Files that already exist.
2. Virtualized Browsers
  - 2.1 The editor will accept a list of browsers to test
  - 2.2 The editor will have a means of displaying each browser
  - 2.3 The editor will be able to connect and render multiple browsers simultaneously
  - 2.4 The editor will have real-time rendering of HTML file and associated CSS and JS files

## **Specific Requirements Version 3:**

1. Code Editor
  - 1.1 The editor will accept user inputted HTML, CSS, and JS Code to make the Website
  - 1.2 The editor will prepare the code for rendering by the browsers
  - 1.3 The editor will allow the user to save any files created in the Editor.
    - 1.3.1 These files can then be downloaded to the user's computer.
  - 1.4 The editor will allow the user to upload any Files that already exist.
2. Virtualized Browsers
  - 2.1 The editor will accept a list of browsers to test
  - 2.2 The editor will have a means of displaying each browser
  - 2.3 The editor will be able to connect and render multiple browsers simultaneously
  - 2.4 The editor will have real-time rendering of HTML file and associated CSS and JS files

### Use Case Draft:



## Use Case Version 2:

