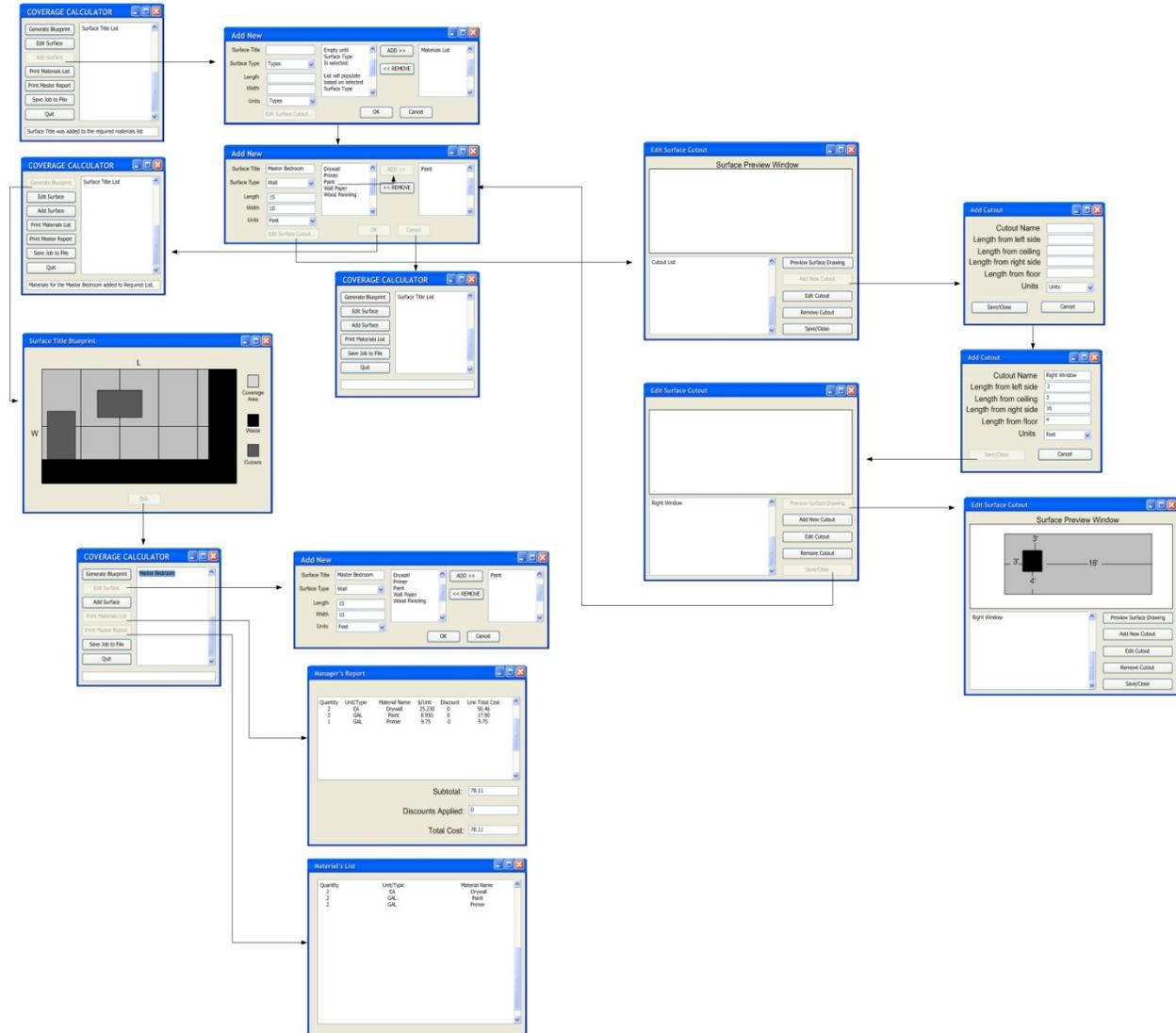


Nice screen navigation diagram

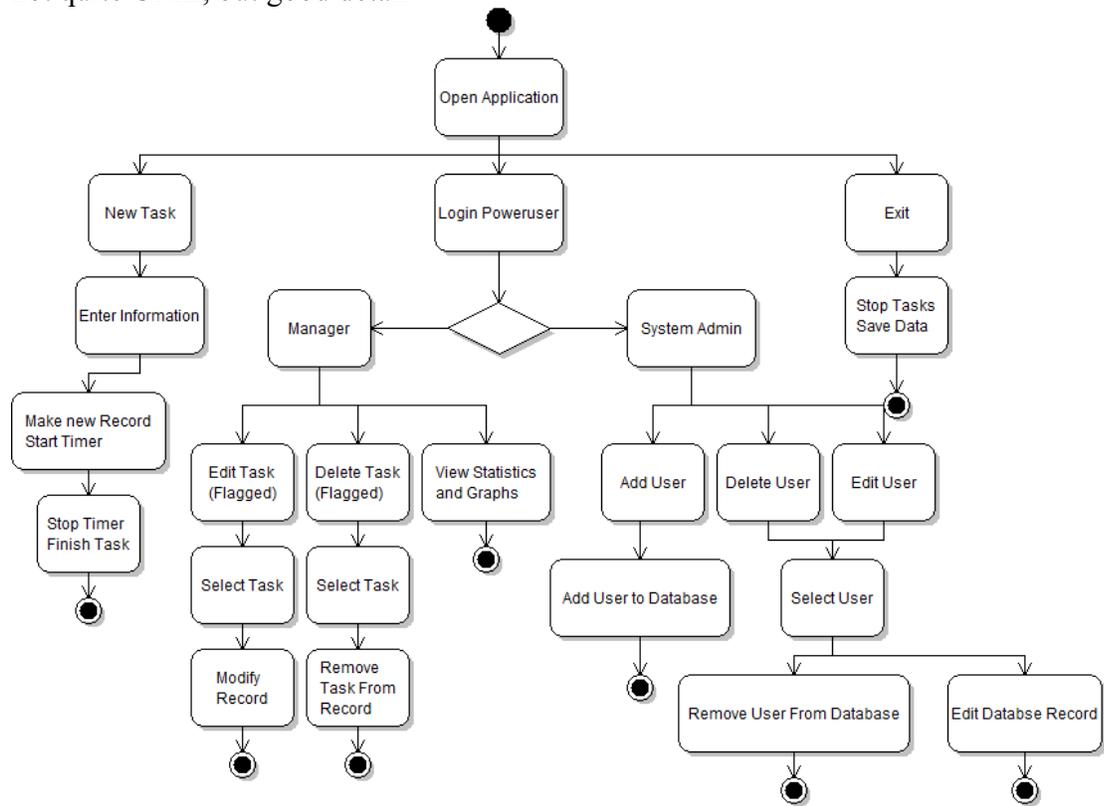


Functional Requirement Design Artifact

1. Manage Menu – Will show three by seven grid, representing each of the three meals for the week. When a user selects a particular meal they will immediately be taken to the “Select Recipe” screen.	Figure 5.22 – A screen print of the Manage Menu Screen. (page 7)
2. Select Recipe - The user will select which recipe their family will eat for each meal. The user will have the ability to select a Breakfast, Lunch, and Dinner for seven days.	Figure 5.33 -- Activity Diagram for select Recipe

ditto...

not quite UML, but good detail



Not yours, but example of what's wanted.

