

Purpose: Requirements and Design Documents

Date: 01 October 2019

Time: 10:30 AM

Place: Sunny Room (ASB)

Attendees: Rachel, TK, Evan, Negar, Kai, Armaan

Absentee(s): n/a

## 1. Non-functional Requirements

*Functional reqs — build off of feature list*

- i. Security
  1. Privacy standards
    - a. Private info
    - b. Permission/Consent
  2. Terms and conditions
  3. No unique identifiers
- ii. Refer to “brain age” games for radial chart
- iii. Program must be written in swift
- iv. Database needs to handle X amount of users — firebase (proof of concept) (gets messy with many users)
  1. Firebase — Google cloud platform
  2. Reliability of firebase
  3. Sync to their reliability standards
- v. Games need to be linked to an existing parkinson’s symptom
- vi. Methods in place to allow easy usability and correct posture and exercises
- vii. User interaction with interface
  1. Buttons have a hitbox big enough for parkinsons (or make big buttons)
- viii. Execution speed
  1. Game loading times < 5s (100% of the time)
  2. Upper limit → some timeout error message
- ix. Games stored natively
  1. Collection of games
- x. Must successfully use camera and touchscreen
- xi. Network connection
  1. Database
- xii. Space the app would take up
- xiii. Games must have rewards/achievements
  1. Because of low levels of dopamine
- xiv. Identification
  1. Random number generator
  2. No personal data will be stored
  3. Serial number/mac number
  4. Future — login system
- xv. iOS version
- xvi. Applications must be usable without holding the tablet
- xvii. Camera

## GROUP 6 — TANKER

1. Low light?
  - a. 1500 - 2500 lumens
  - i. How to measure (DO NOT MENTION)

### xviii. DDR

1. Camera — mid to chest level
2. About 1.5 to 2.5 meters away

## 2. Feature Priority

- a. Version 1
  - i. Minimal UI
  - ii. Finger Twister
  - iii. Profile at least showing radial chart
- b. Version 2
  - i. Semi-working AR game
  - ii. Refine stuff from version 1
  - iii. Semi-working adventure story
    1. For now, just speech
    2. Couple of scenes
    3. ~2 different kinds of minigames
- c. Version 3
  - i. Everything completed

## 3. Ideas

- a. Adventure game as daily play?
- b. Minigames?
- c. Demoed as separate game

## 4. TO DO

- a. Engine
- b. Thursday meeting online