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Abstract

Software Requirements Specification (SRS) based on Bruegge & Dutoit for a smart mirror.  
The goal of the smart mirror is to aggregate and present daily and upcoming tasks, aggregated for the user approaching the mirror based on supported, linked accounts.

Smart Mirror

CIS 553 Term Project

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# Introduction

The purpose of this document is to outline the software requirements and resultant system models for the smart mirror project. The goal of this project is to provide a centralized system for multiple users to interact with to see upcoming tasks for themselves and the group. This system is expected to contain a separate list of tasks for individual users and a list of tasks for the group. Additionally, the system should be able to differentiate users and present tasks and other information relevant to them.

The next section, Current System, details the current system state, based on user interviews. The Proposed System section then seeks to outline how the proposed system will seek to address the gaps in the current system, the system requirements, and any constraints on the system design. Finally, the Proposed System section will outline the resulting system models from the requirements specification and the goal user interface.

# Current System

Currently this system does not exist in an aggregated format and users must independently, manually view their upcoming tasks and mentally compare their deadlines and requirements. This creates undue stress for the user and detracts from making progress on the tasks themselves. Additionally, it is easy to forget one of the many systems used to track upcoming tasks and events and miss a task that is due or has been in the queue for an extended period without action.

# Proposed System

## Overview

The primary goal of the smart mirror system will be to minimize the obstructions to the users as rephrased from the above:

* Multiple task tracking systems or applications
* Maintaining a mental model of task priority
* Obscured visibility of tasks due to infrequent access

For ease of user access, the system should also be able to provide the following:

* configuration for different users
* method to authenticate and validate which user is accessing the system

This system is expected to run on low-end static hardware, affixed to a wall as a touch screen behind a mirror-like device. This document will not detail the physical element construction process but will aim to minimize computation overhead and design all UI elements and user interactions for a touch-screen device for ease of integration into the hardware.

## Functional Requirements

## Nonfunctional Requirements

## Constraints

## System Models

### Scenarios

### Use Case Model

### Object Model

### Dynamic Models

### User Interface

# Glossary