# Software Requirements Documentation

# TalkBox App Group 3

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#### 1. Introduction

#### 1.1 Purpose

The purpose of this document is to illustrate the functionality of the TalkBox application. In addition, an overview of use cases and acceptance test cases is covered.

#### 1.2 Scope

The TalkBox application acts as a medium for users that are speech-impaired. Clients simulate speech via push buttons on a user interface. The user can filter through grouped phrases or words depending on the information they wish to convey. These words and phrases are customizable and can be self-created. A pre-installed audio set ensures the device can work from initial start up.

When the desired configuration is set, the user is able to launch a sound board. The sound board provides access to the selected configuration with named buttons corresponding to the word or phrase. In addition, the user can assign an icon to each button if they wish. Images can be chosen from their device.

Moreover, caretakers of the individual can record sounds and create any custom configuration they deem necessary. The recorded sounds can go to an already created group, or the words and phrases can be completely customized.

Recorded audio is saved and appears for future use. The user is able to filter the audio list when it becomes large.

#### 1.3 Users

The overall intended users of the TalkBox application are the speech-impaired, caretakers of the speech impaired or users who do not speak English as a second language and need a means to communicate.

#### 1.4 Definitions

Term	Definition
Audio Set	A group of words and phrases will be referred to as an audio set
GUI	Graphical user interface
FR	Functional requirement

Class-1	Speech impaired user
Class-2	Relation to speech impaired user
Class-3	All other users in need of producing simulated words and phrases
.tbc	Extension for saved TalkBox configurations. Used interchangeably with an imported or exported instance of a configuration.

# 2. Functional Requirements

ID	Class	Description
FR-1	1,2,3	User has access to a GUI to
		display the sounds and provide
		interaction
FR-2	1,2,3	User can Import and export
ED 2	1.2.2	configurations
FR-3	1,2,3	User can sample audio before
ED 4	2.2	committing to an audio set
FR-4	2,3	User is able to record audio to be added to an audio set
FR-5	1,3	User is able to use the words
rk-3	1,3	and phrases to communicate
FR-6	1,2,3	Users is able to toggle through
TK-0	1,2,3	audio sets once a configuration
		is loaded
FR-7	2,3	User is able to create an audio
	2,3	set that is fully custom i.e. All
		recorded sounds only
FR-8	1,2,3	User can customize audio sets
		with both recorded and pre-
		loaded sounds
FR-9	1,2,3	User can clear a customized set
		in case of error and start over
FR-10	1,2,3	User can reuse recorded audio
		on other configurations
FR-11	1,2,3	User can assign icons to their
		buttons
FR-12	1,2,3	User can filter through the
TTD 4.0		audio list to locate audio files
FR-13	1,2,3	Button icon selections stay
		registered to the associated
		button when a .tbc is saved

# 3. Use Cases

Note: All use cases assume the application is running.

Case	1
Class	1
Title	Quick start
Description	User loads application for the first time and
	instantly loads a pre-loaded audio set without
	any modifications
Events	1.) User chooses audio set 1
	2.) User clicks on 'Start'
	3.) User uses the buttons to play sounds
Alternative Event	1.) User imports a saved .tbc file
	2.) User selects an audio set
	3.) User clicks on 'Start'
	4.) User uses the buttons to play sounds
Further details	N/A

Coso	2
Class	2
Class	1
Title	Customize Audio Set
Description	User wants to create a sound board via the
	union of audio files
Events	1.) User clicks on check box to create
	audio set
	2.) User selects an audio file from the
	audio list and clicks on "Select
	from audio list >>" button
	3.) User selects an icon for the button
	when prompted
	4.) 1-3 is repeated until the desired
	files are chosen
	5.) User enters an audio set name to
	name the file, enabling the "Create
	into audio set button"
	6.) User clicks on "Create into audio
	set button"
	7.) User starts the simulator
Alternative Event	1.) User follows the same steps from
	above but chooses files from
	custom sets instead of using the
	audio list

Further details	Customized sets should be saved if user wants
	to reuse them.

Case	3
Class	1,2,3
Title	Removable sounds
Description	User does not want their talkbox to contain a
	sound
Events	1.) User selects an audio set from the
	drop down list
	2.) User uses their mouse to highlight
	a specific sound file
	3.) User selects the "remove" button
	4.) User saves the modifications
Alternative Event	1.) Steps 1-4 are repeated from above,
	but the user does not save their
	selection after realizing they regret
	some changes.
Further details	Files are not deleted from the system. User
	must manually go into directories to delete
	from disk.

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Case	4
Class	2,3
Title	Record Audio
Description	User wants custom audio via recording
Events	1.) User clicks on "Record new
	sound" button
	2.) User enters a name they want
	the sound to appear as
	3.) User clicks record and then
	stop when done
	4.) File is added to the audio list.
	5.) User creates a custom set using
	the recorded audio
Alternative Event	1.) User follows steps from above
	but does not choose to use the
	audio at this time. Recorded is
	saved for all future sessions.
Further details	Memory constraint. All recorded audio is
	saved to disk and must be manually removed.

Case	5
Class	1,2,3

Title	Toggle through sets
Description	User accesses unselected audio sets upon
	start-up
Events	1.) User selects desired audio set
	2.) User clicks 'Start'
	3.) User uses the drop down list to access
	any audio sets they did not originally
	choose
Alternative Event	1.) User follows any of the customizable options or import of a .tb
	2.) User selects their customized set and clicks 'Start'
	3.) User saves their configuration if any configurations have been made
	4.) User clicks on 'start'.
Further details	N/A

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Case	6
Class	1, 3
Title	Communication
Description	User uses the Talkbox to communicate
Events	1.) User follows any start up case above to
	open a sound board
	2.) User encounters a peer
	3.) User uses the buttons to respond.
	4.) User swaps through audio sets to get a
	desired phrase if their current audio set
	is lacking a specific word or phrase.
Alternative Event	1.) User follows the default event.
	2.) User discovers they require
	additional words or phrases via
	reflection of their interaxtion.
	3.) If class-1 user, user gets class-2
	user to record audio.
	4.) If class-3 user that does not speak
	English, user gets class-2 user to
	record additional words and
	phrases.
	5.) If class-3 user that speaks English,
	user records audio
	6.) .tbc configurations are saved.
Further details	The user must have a personal computer/work
	station that outputs audio.

# 5.) Acceptance Tests:

The following table depicts the acceptance tests for the completed TalkBox application

Event	<b>Expected Result</b>	Pass/Fail
Select Audio drop down list	List of all audio sets shows	Pass
is pressed		
Audio set from the list is	All the audio files in that list	Pass
selected	show	
Audio file is selected and	Audio file plays in order to	Pass
then play button pressed	sample the sound	
Create Custom Audio Set	Add set, audio set name and	Pass
checkbox is selected	select buttons are enabled	
Audio file from an audio set	Audio file name appears in	Pass
is highlighted, create custom	the text area	
audio is set and select from		
Audio button is pressed		
Audio file name in text area,	"Create into audio set" button	Pass
"create into audio set"	disabled	
selected without providing a		
name	0, 1, 1, 1, 1, 1	D
No Audio Set selected at	Start button disabled	Pass
start-up Clear button enabled and	A my toy t in the toy t one o is	Dogo
	Any text in the text area is cleared.	Pass
Pressed Record New Sound Button is		Pass
pressed	Dialog opens to enter sound name and the option to then	rass
pressed	record	
Record new audio dialog	Record button disabled until	Pass
open, record button is pressed	there is no empty string	Lass
but no filename given	and is no empty suring	
Dialog opened to enter sound	Recorded audio is added to	Pass
name and the option to then	the audio list to be used in an	
record (recording) and record	audio set	
button pressed after entering		
name		
Recorded sound is played	Recorded audio works and is	Pass
	not silent.	
Imported .tbc	Audio sets loaded with	Pass
	imported configuration	
Exported .tbc	Current configuration saved	Pass
	in a .tbc file	
Start button pressed	Currently selected audio set	Pass
	loads on the talkbox	
	simulator	

Talkbox simulator open Another audio list is selected from drop down list	Selected audio set appears on sound board	Pass
User clicks on create custom audio set then chooses a file from audio list	User prompted to select an icon	Pass
User clicks on create custom audio set then chooses audio from an audio set	User is not prompted to provide an icon	Pass
File is pressed Exit is pressed	Confirmation message to confirm exit is shown	Pass
'x' s pressed	Confirmation message to confirm exit is shown	Pass.
User registers an icon to their button	Icon shows when the simulator starts	Pass
User registers an icon, creates custom audio set, saves the configuration and uses the configuration at a later time	Icon still associated with button (assuming icon was not deleted or moved on disk)	Pass
User filters through the audio list	Only audio matching the given string are shown	Pass

### 6.) Conclusion

The TalkBox application is a fully functional speech simulator that is ready to be used for communication purposes. All functionality outlined above is available.