

# Requirements Documentation

## Interactive House Project (Device Subgroup)

### Revision History

Date	Version	Description	Author
06/Feb/2026	1.0	Initial skeleton and device list.	Ryad Hazin

### Requirements List

Requirement Name	Priority
R1. Define Device Selection	Essential
R2. Create Skeleton	Essential
R3. Simulate Device State	Essential
R4. Print Status to Console	Optional
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### Requirements Descriptions

#### R1

**Define Device Selection** Decide which devices to include in our simulation. Based on the project description, we will start with a Lamp, a Coffee Machine, and a Temperature Sensor.

#### R2

**Create Skeleton** Build a basic code structure (classes) for each device so we have a "skeleton" to work with later.

### **R3**

**Simulate Device State** Each device needs a simple variable to track its status (e.g., the Lamp is "ON" or "OFF", or the Temperature is "20°C")

### **R4**

**Print Status to Console** Since we are not building a GUI yet, the device should simply print its current status to the console window so we can see it working.

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