**MARKING SCHEDULE**

1. Overall 10 marks
2. Executive summary 6 marks
3. Introduction 10 marks
4. Outline of the solution proposed to solve the problem(s) 10 marks
5. Functional requirements 25 marks
6. Non-functional requirements 10 marks
7. Diagrammatic representation of requirements for the system 20 marks
8. Conclusion 5 marks
9. Appendices 4 marks

Appendix A – Deliverable Task Breakdown Statement

Appendix B – Copies of client documents (as applicable)

Appendix C – Glossary

## Total 100 marks

ICT313 Natural User Interfaces

Tempest

Requirements and Analysis



# Title Page



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Neuromend

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# Executive Summary



Purpose of the document:

A summary of the whole document; that is, what is presented in each section below.

The purpose of a Requirements and Analysis document is to produce a guide or plan that the developers will follow to build the project to meet the client’s needs. During the Requirements and Analysis process, the domain and scope of the system are discovered, the tasks are documented, and all elements are conceptualised.

In this document the there will be the following sections:

* Outline of the solution proposed to solve the problem
* Functional Requirements
* Non-functional requirements
* Diagrammatic representation of the requirements

# Introduction



Project purpose

The background to the client’s business/organisation

Narrative outline of the current system (if applicable) and the system to be created

Problems and Opportunities

* The basic problem(s) that needs solving
* The opportunities afforded by solving the problem(s)

The objectives and goals of the system that will be produced

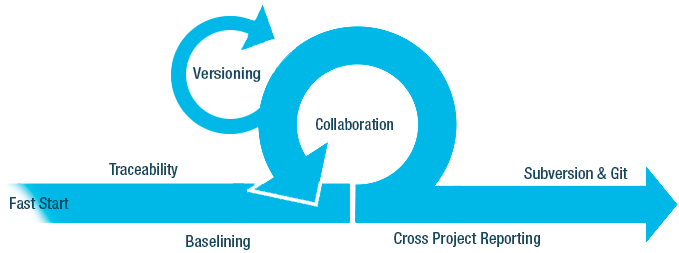
Brief discussion of methodology

The projects purpose is to explore the possibilities of using virtual reality hardware such as the Oculus VR in coherence with other devices such as the Leap Motion, Kinect, Razer Hydra and keyboard & mouse to find the best combination to try and rehabilitate stroke patients. The system to be created is a virtual simulation which uses a combination of devices to achieve a virtual reality goal.

When someone has a stroke, the brain is starved of oxygen for an amount of time and some parts of the brain may die. Research has found that if those areas of the brain are forcefully used again, the brain may eventually begin to rewire itself resulting in possible repairing of the damaged areas. The aim of this project is to develop a simulation to try and rehabilitate stroke patients by getting them to use their affected areas of their brains to hopefully to regain functionality of limbs and other motor control functions. Our goal is to find the best tools in the hardware and software aspects to solve that problem.

By solving the problem we can then conduct tests to see how the patients respond to the different environments to further expand the project and maybe put it into some form of practice to actually try and rehabilitate patients.

Methodology is how the risk management is performed. For this project the SCRUM methodology is being used. Sprints are the basis of scrum, which are typically one to three weeks in duration. At the end of each sprint, team members and stakeholders meet to assess the progress of a project and to plan the net steps. This means that the projects progress is always being kept in check, and also the direction of the project can be adjusted based on completed work not on speculation and predictions. This methodology is flexible if requirements need to be changed, and there is always a stable product at the end of every week so that development doesn’t get out of control. For this project there will be weekly meetings at 1pm on Tuesdays which involve all team members and the project supervisor. Diagram of the SCRUM methodology where Collaboration is usually a 1 week process and versioning is a day.



# Outline of the Solution Proposed to Solve the Problem



The scope of the solution

A narrative description of the proposed solution in terms of:

* The system functionality

The system is to consist of three virtual environments in which a user will be placed in for immersive interaction. Each of the three virtual environments will be a level that makes up the overall game. Users will use combinations of the Oculus Rift and remote sensing devices or mouse and keyboard to carry out the interaction in the environments. Each level will consist of different forms of interaction. The order of the type of interaction is not strict but there should be a level focused on object manipulation, another on object avoidance and lastly way finding. There will be a training guide at the beginning of the game to teach users how to carry out interactions required using a desired Oculus Rift combination.

* A description of the interface through which the user will access that functionality

Users will require a windows computer to run the game. After installation, the game will be able to run and display on the computer screen and Oculus Rift. The Oculus Rift will be the key device for displaying output to users as the device’s proximity to eyes and heard tracking functionality will make the users feel as if they are inside the game environment. The interaction will be carried out through sensory devices which will be described in detail later in this section.

* The output expected from the system.

User will have their performance tracked during the game. This data will be collected and processed into information that is meaningful and better readable. The idea here is for users and/or supervisors to be able to monitor progress made by playing the game. The data will be stored in a database so it can be accessed remotely and without needing to run the game.

* Any constraints imposed on the project

The game is not aimed to be large with a lot of levels and a storyline. It is to be limited to a small three level game that involves simple but fun interaction in virtual environments. The actual look is not of primary concern but the game will still be made to looking as appealing as possible.

* The hardware/software and other computing environments to be used in the solution

The game is targeted towards windows computers. The hardware that the game will make use of is the Oculus Rift, Kinect for Windows, Leap Motion, Razer Hydra, mouse and keyboard. The use of these devices, excluding mouse and keyboard, will require their accompanied drivers to be installed. These drivers will be included in the package and be installed along with the game.

# Functional Requirements



A list of the functional requirements broken up by requirement and including the following information – see lecture slides for more detail:

* Name of highest ranked requirement
* A full description task in terms of the work required; also include:
* Criticality
* Technical issues
* Cost and schedule
* Risks
* Dependencies with other requirements
* Name of second highest ranked requirement

….etc

Functional requirements are the requirements for the projects system to be completed. These requirements are the key stone in the development of our system.  
  
**Device compatibility:**   
This is one of the most important functional requirements as it defines the entire project. If the devices have compatibility issues with each other then the project can be halted in its objectives. Technical issues that may arise are if the computers and devices do not work together through their software and hardware issues. The risk we take in development is by not specifying some form of minimum system requirements and the device driver install have random error occurrences when all operations seem to be working according to specification. Device compatibility is also dependent on device cohesion as we will be working with multiple devices together. All of the device compatibility issues should have been solved by the time of the first prototype and demo.  
  
**Device Cohesion**  
Device cohesion is one of the hardest requirements to fulfil as some devices do encounter errors when working with one another. Our best way to solve this has been only equipping computer with the devices upon which the certain group individuals are tasked with working on. The risks involved are very minimal as the purpose of the project is to find out how to get certain devices working with one another and how effective they are at working cohesively. Device cohesion should be all complete or a work around devised by milestone 3.

**Easy use (pickup and play)**

Easy use and user adaptability to the hardware and software that we will be presenting is important because it will be how our end users perceive the technology and how well it can be applied towards our main goal of rehabilitating stroke patients. The main risk with this is that if the end product is not as easy to use as hoped or as we have tested. As at the phase of the project we will not be testing on any actual test subjects and the only testing being done will be done through our own means. This means there is a small risk of users not understanding the concepts of the actual devices we are using.

**Environment (Immersion)**

The environment immersion is an important functional requirement as it is the purpose of the project to make a realistic enough environment that the user can actually think that they are not sitting down in a room wearing a headset but are actually in a different world exploring and completing tasks. Environment is covered in one of the later milestones but is still very important so that the users can feel comfortable using the technology that the project offers.

**Safety**

Being safe while using the projects hardware and software is a very important requirement. If the user feels uncomfortable they should be able to withdraw from participation without feeling any burden or reason to continue their discomfort. The main risk we run is that we do not cater for this properly and in turn end up making people afraid of using the projects technology to try and rehabilitate. We do not want patients to feel so uncomfortable that they would not like to try the rehabilitation process again. The requirement is dependent on a couple of other requirements like environment and Easy use. If the system is too much of a burden or the environment scares the user then the safety goal has not been accomplished.

# Non-functional Requirements



A list of non-functional requirements - see lecture slides for more detail:

For each non-functional requirement consider the following:

* Documentation
* Hardware Consideration
* Performance Characteristics
* Error Handling and Extreme Conditions
* System Interfacing and Compatibility
* Quality Issues
* System Modifications
* Physical Environment
* Security Issues
* Resource Issues

A list of non-functional requirements - see lecture slides for more detail:

For each non-functional requirement consider the following:

**Security**

The users’ personal details will be required for personalization of the game. These details will be stored in a server that will have restricted access to those who have permission rights. It’s a key non-functional requirement to impose such user/supervisor authentication because the privacy and identity of user need to be protected to prevent misuse.

**Maintainability**

The changing of device drivers is inevitable so the system will need to be designed in such a way that will allow for such changes to be introduced with the absolute minimum impact on users. The cost of such changes is also unavoidable but the system won’t be designed to force users to buy new hardware should new ones hit the market. The devices will need to be properly stored away to prevent damage and theft.

**Aesthetics**

The virtual environments the game will take place in should have some aesthetic appeal to better draw in users and heighten the sense of realism. This requirement goes beyond just looking nice and involves taking into account the contrast of any text on screen and non invasive objects that may irritate users.

The below sections takes into consideration the system as a whole and makes general discussion of the non-functional requirements.

* Documentation

The documents that will be provided along with the final game package will include some sort of a user manual. This manual will provide key details such as health warnings, system requirements, getting started, rules and credits. The medium in which this manual will be provided may be in digital, hard copy or both. The manual will address a wide audience of users but the primary audience are those who have suffered some sort of paralysis due to stroke. The health warning in the manual greatly needs to take into account such primary audience because the game will require physical activity from the user so it’s in our best interest to provide proper warnings and instructions to maximize the safety of the users.

* Hardware Consideration

The game will require a relatively modern windows computer in order to run smoothly. The graphics card will need to be able to handle multiple monitor setups to be able to make use of the Oculus Rift while simultaneously being able to display the game on the computer’s regular monitor. An internet connection will also be required in order to store user performance onto a server.

* Performance Characteristics

Performance is widely dependant on the hardware the game is run on. Computers with high-end graphics cards and CPUS are more likely run the game without lag and compatibility issues. The ultimate aim is to make the game run smoothly with the lowest system requirements possible in order to be able to target more users who will have a range of different computing hardware. Smoothness is vital because it will be disorientating for users wearing the Oculus Rift if the environment in which they are carrying out interaction is lagging and not responding correctly. A fast internet connection is not required but it will need to be relatively stable to send user performance details to and from a server.

* Error Handling and Extreme Conditions

The game will respond to errors by displaying messages to the user. Small errors such as devices not being recognized will be explicitly displayed but large errors will output a code that will refer users to the manual for more details. Small errors such us devices not being plugged in are out of our control but the system will be vigorously tested to minimize potential large errors as much as possible.

* System Interfacing and Compatibility

The game will communicate with a server to send and receive user details. Input will come from the chosen sensory device, mouse and keyboard. The output will be displayed on the computer’s monitor as well as the Oculus Rift. The data outputted will contain some of the user’s personal details and performance record. It will be viewable in the form of an Excel spreadsheet and accessed by anyone who has the right permission from any computer connected to the server.

* Quality Issues

To be reliable the game will need to be run on a modern windows computer. Compatibility on other types of computers cannot be assured due to the variety of devices the game will make use of. Some of these devices are still in development stages and may even have conflict issues with each other so in order to deliver better quality product only windows computers are being targeted. Sever access will be needed for the game to gather user data so ideally the server will be required to run indefinitely so there are no issue with game downtime.

* System Modifications

Once the game has been delivered to users no vital modification will be required to keep it operational. Small modifications that are related to the user him/herself are expected to be made most frequently by themselves or their supervisor. These would include the user’s personal details and possibly their performance records. Major modifications may occur when there are firmware updates for the devices drivers and/or updates/bug fixes for the game itself. Development of the game will be taking into consideration these potential modifications so they can be made with the least amount of impact on users.

* Physical Environment

The game will be able to be played anywhere with a windows computer and good room space. Good room space is important because the user will be required to use some physical activity to carry out interaction. The type of physical activity will depend on the game level, the devices in use and the physical limitations of the user. As a brief guide, the Kinect will require users to be standing/sitting a fair distance away from it so it will require the most room space. The Leap Motion, Razer Hydra, mouse and keyboard all have a much more limited range of motion so users can operate them while seated or standing at their most comfortable distance from the computer. It’ll be ideal to have some soft flooring around the user if they are operating a device while standing to better prevent injury should the user get disorientated and lose balance.

* Security Issues

User’s personal details will be stored on a server and will only be accessible by users and supervisors with the associated permission rights. Collection of user’s personal details will be restricted to the bare minimum required for effective operation of the game. These details may include the user’s height, physical limitation, etc. They will have their own profile, which they can log into before starting the game. The devices used in the game come at quiet a high cost so they should be properly locked away after use to prevent theft and damage.

* Resource Issues

A server will contain all users’ data and it’ll be running indefinitely so it can remain accessible at anytime. However, server failure can happen and users/supervisors should make local backups of their own data. Users will be required to do an initial installation of the game. The device drivers will be installed during this installation process so all that will be required of the user is to connect the devices themselves and run the game. General maintenance of the devices will be the user’s responsibility, cleaning, storage, etc.

# Diagrammatic Representation of the Requirements



Model the processes in the system. For example: Context diagram, level 0 / use-case models

Model the data in the system eg ERD

Model the dynamic events in the system – if using object orientation

Model the physical components and other software involved in the running of the system

eg. network topology diagram

# Conclusion



**Purpose of document**

The purpose of the requirement and analysis document is to conduct exactly what is encompassed in the analysis phase of the software development cycle. This includes defining project goals and specifying the main functional and non-functional requirements of the system.

During analysis, it is common to model domain entities to identify what are the actual things, root out what are simply inputs or outputs of the system and what are attributes that describe the characteristics of the thing. Other aspects modelled are the flow of data describing how data is stored and how it is passed on from one entity to the next in which at the outset or “context level”, the entire system is the process showing the interaction amongst agents that belong within the system’s boundary. Use cases are also constructed to emphasize upon the functional requirements by showing each external user’s interaction with the system as well as what the system does in response to the user.

With all the models constructed in the analysis phase, its primary purpose is later extended to the design phase in which implementation details are appended, describing the system in such detail that is sufficient for the developer to begin creating the actual system with minimal involvement in any design plans.

**What the document discussed**

The document highlighted exactly what is stated in the conclusion above which also happens to the purpose of the requirements and analysis document. It starts with an outline describing the problem along with any problems, opportunities and constraints foreseeable and a textual description of the system that is purported to solve the problem.

The document proceeds to identify functional defining the elementary functionality of the system and non-functional requirements describing just the quality aspects of the system and lastly accompanied by any analysis stage models that diagrammatically conveys the system’s needs.

# Appendices



Appendix A – Deliverable Task Breakdown Statement (signed, scanned and inserted into document)

Appendix B - Copies of client documents on which you based the analysis.

Appendix C - Glossary