## Project Design Phase-II Solution Requirements (Functional & Non-functional)

Date	14 October 2022	
Team ID	PNT2022TMID37233	
Project Name	Project – Real Time Communication System	
	Powered by AI for Specially Abled	
Maximum Marks	4 Marks	

## **Functional Requirements:**

Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)		
FR-1	User Registration	Registration through		
		Form Registration		
		through Gmai		
FR-2	User Confirmation	Confirmation via Email		
		Confirmation via OTP		
FR-3	Authentication	Authentication through Facial		
		recognition Authentication through		
		Password authentication protocol		
FR-4	External interfaces	Robots and other tools provide home-based care		
		and other assistance, allowing		
		people withdisabilities to live		
		independently		
FR-5	Transaction Processing	More application can use to translate the sign		
		languagelike D talk in the system		
FR-6	Reporting	There is a growing feeling that we need to do		
		more, to		
		help make the lives of people with disabilities		
		easier		
FR-7	Business rules	Human augmentation and Practical		
		accuracy are responsible for Al		
		business rules		

## **Non-functional Requirements:**

Following are the non-functional requirements of the proposed solution.

FR No.	Non-Functional Requirement	Description	
NFR-1	Usability	provide personalised learning experiences tailored to the specific needs of students with disabilities	
NFR-2	Security	Set the inclusion and exclusion criteria , Report the results in the survey	
NFR-3	Reliability	It setting the pace of the future and helping people in need	
NFR-4	Performance	enables people with disabilities to step into a world where their difficulties are understood and taken into account	

NFR-5	Availability	Technology solutions that mimic humans	
		and use logic from playing chess to	
		solving equations and	
		Machine learning is one of the technologies	
NFR-6	Scalability	The improvement in the specially	
	_	abled persons interaction with the	
		environments	