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

Date	14 October 2022		
Team ID	PNT2022TMID40534		
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 Gmail		
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 with disabilities to live independently		
FR-5	Transaction Processing	More application can use to translate the sign language like 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 AI 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			