

# Requirements Document

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## Format

The format of the document is structured as follows:

- Function that the user can perform with the software / accessibility features
- Detailed description of the function / feature

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### **Create / Save Scenario**

The software allows users to write and save scenarios. Scenarios are broken down into sections, in which users have complete control over the flow of the story and can incorporate questions and answers freely into the scenario. Additionally, users can determine what happens when a correct or incorrect response is entered.

### **View / Edit Scenario**

In this version, users are able to load and edit sections in the scenario they are currently working on. They can make and save changes to the story, questions, answers, or what happens when correct or incorrect responses are triggered. The final version will allow users to load and edit sections in scenarios that were previously saved.

### **Test scenario**

Users have the ability to test a saved scenario in order to gain a better understanding of what visually impaired learners will experience. They can choose to run the test with audio accessibility, which provides users with an audio description of changes in the graphical interface. This will allow users to test out the flow of the story and determine if any changes need to be made.

### **Add Audio**

The current version does not allow users to add audio into their scenarios, but the final version will give users the ability to load previously saved audio files into the story in order to incorporate sound FX, music or create their own narration.

### **Set Pins on Braille Cell**

Users are able to trigger the activation of pins on the braille cell during the story so that learners can be taught how to read a braille cell. The current version will only deal with one braille cell, so educators can teach students how to read one letter at a time. The final version will incorporate the use of multiple braille cells, and educators will be able to teach learners how to read entire words.

### **GUI Audio Accessibility**

The software interface will incorporate audio accessibility for visually impaired users. Providing audio feedback to let users know what the various parts of the graphical interface does or is for, what each text field should include, when additional information is needed.

**Hot Keys**

Short cut keys are currently not supported in this version, but the final submission will incorporate this function to allow users to quickly navigate through the interface.