Requirements

1)Create a configuration app and simulator that can be used with a talkbox device to help anybody who is unable to talk communicate.

2) The configuration app should be able to communicate with a talkbox device and a talkbox device simulator that can simulate the functionality of the talkbox.

3) The configuration app should allow users to change options easily with an easy to navigate GUI.

4) The device can use several buttons that the user can press in order to play pre-recorded audio files, as well as be able to record audio files that can be saved and used with a talkbox button.

5) The configuration app should be able to allow for a number of button options, and allow users to change recorded audio files on each button.

6) The configuration app should also allow the user to change the images on the simulator, to better simulate the functionality of a real talkbox.

7) The configuration app should also allow the user to change the sounds played on the simulator. The simulator should play the sounds selected by the user in order to simulate the talk box

8) The configuration app should be stored in a USB flash drive that can be used with an actual talkbox device, and should be able to be simulated with the simulator

Acceptance Test Cases

Test 2

-Test if simulator works and is able to communicate with the configuration app

-Test if the configuration app is able to communicate with a talkbox

Test 3

-Test if it is possible to navigate gui

-test if gui creation works

Test 4

- Check if users uploaded images/sounds are the same as those they uploaded

-Check if users chosen files are of appropriate format

-Check if Default sound/image files are on the disk

Test 5

-Number of buttons on the simulator is the same as the number of buttons chosen by the user

Test 6

-Images selected by the user should appear on the buttons on the simulator

Test 7

-Sounds selected by the user should be played when the appropriate button is selected on the simulator

Test 8

-Settings selected on the configurator should result in appropriate selections appearing on the simulator