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| **Title:** | **Record Speech Exercise Use Case Template** |
| **Description:** | **A feature allowing therapists to record speech exercises and associate them with patient care plans.** |
| **Actors:** | **Therapist** |
| **Preconditions:** | **Therapist is logged in and on the relevant patient care plan** |
| **Postconditions:** | * **Speech exercises are recorded and associated with patient care plans.** * **Patients can access recorded exercises for therapy sessions.** |
| **Basic flow:** | 1. **Therapist logs in** 2. **Navigates Home>Patient Management>Patient Name>Patient Care Plan.** 3. **Therapist selects the "Record Speech Exercise.** 4. **The system opens the recording interface.** 5. **Therapist records speech exercises using the device's microphone and camera.** 6. **Therapist categorizes and labels each recorded exercise.** 7. **Therapist saves recorded exercises, associating them with specific patient care plans.** |
| **Alternative Flows:** | **Therapist previews the exercise as it will be presented to the child.** |
| **Exception Flows:** | * **Therapist fails to fill required fields (exercise name, category, etc.) before saving, system prompts to fill all required fields.** * **Network connection failure during recording, system alerts the therapist and advises to retry.** |
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**Record Speech Exercise Feature Requirements:**

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| Functional Requirements | Description |
| 1. Recording Exercises | Therapists can record speech exercises using the app's microphone. |
| 2. Categorization | Therapists can categorize and label each recorded exercise for organization. |
| 3. Saving Exercises | Therapists can save recorded exercises and associate them with patient care plans. |
| Non-Functional Requirements | Description |
| 1. Audio Quality | Ensure high-quality audio recording to accurately capture speech sounds. |
| 2. Performance | Recording and uploading exercises should be fast and seamless. |

**Play Game Feature Requirements:**

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| **Functional Requirements** | **Description** |
| 1. Game Selection | Child patients can select from a variety of interactive games. |
| 2. Dynamic Difficulty | Games dynamically adjust difficulty based on performance in speech exercises. |
| 3. Progress Tracking | Progress in games is linked to the successful completion of speech exercises. |
| **Non-Functional Requirements** | Description |
| 1. Engagement | Games should be engaging and visually appealing to children. |
| 2. Performance | Ensure smooth performance and responsiveness during gameplay. |
| 3. Intuitiveness | Game mechanics should be intuitive and easy to understand for children. |
| 4. Platform Support | Support multiple platforms, including iOS and Android devices. |

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