# Requirements document
## Tuberculosis Treatment Application

Iteration 1 (February 27, 2018)

Client: E.M. Koops
e.m.koops@student.rug.nl

Teaching Assistants:

Charles Randolph
Frank te Nijenhuis

Team Members:

Teodor Ionut Oanca
Giacomo Casoni
Rutger Berghuis
Andrei Scurtu
Sten Sipma
Julius van Dijk
Noam Drong
Hidde Folkertsma
Marco Lu
Pieter Jan Eilers
Sytze Tempel
Roel Brandenburg
Robert Riesebos
Niek de Vries

# Contents

# 1 Introduction

Whether it's taking a run every morning, learning a few french words for that test you have the following week or taking medicine every so often for our case; it becomes hard to adhere to. Our goal is to help with that, specifically for the treatment of tuberculosis.

The reason why for tuberculosis is simple: TB is treatable and curable, but Treatment starts with a 6 month course of 4 antimicrobial drugs, which is difficult to adhere to for many patients. Poor adherence could cause the disease to spread and possibly give the disease a resistance to the drug. Of course there are many other factors that play a role, but adherence plays a big role as it is extremely important for medicine intake to actually be taken.

The aim of our project is to increase treatment adherence by designing a smart-phone application for patients that gives information about tuberculosis, treatment, side-effects and additionally reminds the patient every day which medication to take. Our current vision is to have an android and a IOS app that will simply put allow for interaction and have a webapp that will 'respond' to your input.

# 2 Functional requirements

## 2.1 Critical

1. The user should be able to make an account.

2. The app should be able to tell the user which medication to take at a certain day.

3. The app should be able to send a pill reminder so the user does not forget to take their medication.

4. The user can select a treatment plan.

5. The user can make/input their own treatment plan.

## 2.2 Important

1. The background of the application should be a calendar such that the user knows how far along the treatment he is.

## 2.3 Useful

1. The app should contain general information about the illness and medication.

2. A reward for taking medication (e.g. a funny picture)

3. There should be an admin account that can update the app.

4. The app should be working offline as well.

# 3  Non-functional requirements

## 3.1  Security

Personal data should remain private (?)

## 3.2  Availability

The application should be available for

- Android (min version TBD)
- iOS (min version TBD)

## 3.3  Usability

## 3.4  Scalability

App should be able to accommodate more medicine intake plans and more data about TB if necessary.

## 3.5  User Friendliness

Everything should be intuitive and easy to use, such that anyone can use the application.

## 3.6  Responsiveness

## 3.7  Adaptibility

# 4 Won't do

1. Development of apps aside from Android and IOS.

2. Releasing continuous updates ourselves after official release.

# 5    Meeting log

| Date | Participants | Description |
|------|-------------|-------------|
| 21/02/2018 | All + TA's | First group meeting for the project. |

# 6 Change log

| Date | Contributor(s) | Section(s) | Description |
| --- | --- | --- | --- |
| 27/02/2018 | Giacomo Casoni, Julius van Dijk | All | First version of the requirements document... |
| 27/02/2018 | Marco Lu | 1,2,4 | Added extra paragraphs to introduction,some won't do's and functional reqs. |
| 27/02/2018 | Sten Sipma | Titlepage, 3, 5, 6 | Added the title page with all the necessary information (client name, TA's group members etc.). Added a format for the meeting- and change log. Added some general points for the non-functional requirements. |