Todo: Cover Page

Todo: Table of Contents

• Describes what the system does for its client/customer, not how it does it

• Contains use cases for the system

• Contains acceptance test cases

• No particular format required for this course

Part 1: Application Overview

The purpose of this document is to give a detailed description of the requirements for the “Treasure Braille Box Authoring” (TreBBA)Software. Not only will this document serve the purpose of clarifying the software’s capabilities, it will also serve as a guide for its design and the acceptance test cases.

* 1. Overview

TreBBA helps educators teach braille to learners. Educators can save time by writing scenarios using TreBBA which are interpreted by the Braille Box, which then acts as an interactive medium of learning.

TreBBA is an offline, desktop application and can be deployed on desktop machines.

In terms of a brief overview, the software has been written in Java and has been designed so that it can be used by visually impaired instructors.

As will be elucidated in later sections, instructors can set a cell size, relay instructions, and create questions to help keep learners engaged using text based or voice-based media.

TreBBA assumes some understanding of Braille to be used effectively.   
A short Braille Tutorial can be found here: <https://brailletutorial.com/tutorial/>

The applet enables the user to conduct a variety of operations on a standard Treasure Box Braille device.

The following sections illustrate the functionality and the design of the software.

The second chapter provides details on TreBBA’s functionality, and user experience.

The third chapter dwells into the specific requirements and different user classes with examples.

The fourth chapter expands upon acceptable test cases for the software.

Part 2: General Description

This section provides a brief overview of the applet. The functionalities of the system will be elucidated and brief examples of user interaction.

2.1 Product overview

TreBBA is an authoring app that lets educators create, edit, and run different scenarios on Treasure Box Braille (henceforth referred to as TBB) devices. There are multiple functionalities that help the user create scenarios and edit them. TreBBA is designed to be able to be used by visually impaired individuals.   
The software interacts with the user via a standard interface which support the various functions of TreBBA through buttons and a text area.

2.2 Product Functions

Following are the functionalities of TreBBA:

1. Create Scenario: Enables the user to create a new scenario
2. Edit Existing Scenario: Enables the user to edit an existing scenario
3. Cells and Buttons: Upon choosing to create a new scenario, the user is automatically prompted to enter the number of cells and buttons that they need to be ale to work with
4. Display: Displays a character on the braille cell by parsing the input by the user
5. Add text: Adds text to the file, and speaks it out when the scenario is run
6. Ask Question: Prompts a question to the learner. TreBBA user has to specify the question and the buttons that they would like to activate as answer keys
7. Specify Correct Answer Key: Specifies the button the learner needs to press for the correct answer
8. Begin Correct Answer Explanation: Allows the user to start an explanation if the learner has pressed the right key.
9. End Correct Answer Explanation: Ends the explanation for the correct answer
10. Specify Wrong Answer key: Like “Specify Correct Answer Key”, except for the wrong answer
11. Begin Wrong Answer Explanation: Allows the user to start the explanation if the learner has pressed a wrong key
12. End Wrong Answer Explanation: Allows the user to end the explanation for the wrong answer
13. Import Sound File: Allows the user to import a sound file and for it to be played as a part of the scenario
14. Delete Field: Deletes the selected field from the chosen file
15. Save Scenario: Enables the user to save a scenario
16. Play Current File: Launches a TBB emulator and enables the user to play the selected file