

Sprint 1 - Endurance Design Document

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1. Executive Summary

1.1. Project Overview

This is a project meant to test the functions of a robot based off our own programming in the Sphero Edu app. It should be able to cover the length of the classroom track accurately and in moderate time. It also must complete a series of different functions such as change lights, and speak several phrases that indicate the start and finish of the program. In the System Design Document you will find the steps taken to create this program to the best of our ability.

1.2. Purpose and Scope of this Specification

The purpose of this project is to test our capability of creating a program that allows the robot to carry out the required tasks while also collaborating with others to maximize efficiency. It will also show various capabilities of the robot itself. The intended audience of this project includes those beginning with programming, and those curious of the robot's capabilities when given the correct code.

In scope:

- The robot will travel the rectangular shape of the room
- It will return to it's starting location
- The robot will traverse the course without interfering with any outside objects

Out of Scope:

- This robot will only work in the conditions of the room provided
- It will only be able to complete what the block code is able to provide

2. Product/Service Description

In this section, describe the general factors that affect the product and its requirements. This section should contain background information, not state specific requirements (provide the reasons why certain specific requirements are later specified).

2.1. Product Context

How does this product relate to other products? Is it independent and self-contained? Does it interface with a variety of related systems? Describe these relationships or use a diagram to show the major components of the larger system, interconnections, and external interfaces.

2.2. User Characteristics

- 3 students
- Limited coding experience

2.3. Assumptions

Although experience is limited, users are aware of how to work block code program

2.4. Constraints

- Only able to complete what the block code allows
- Cannot take up more space than computer allows

2.5. Dependencies

List dependencies that affect the requirements. Examples:

- This new product will require a daily download of data from X,
- Module X needs to be completed before this module can be built.

3. Requirements

- Describe all system requirements in enough detail for designers to design a system satisfying the requirements and testers to verify that the system satisfies requirements.
- Organize these requirements in a way that works best for your project. See **Error! Reference source not found.** for different ways to organize these requirements.
- Describe every input into the system, every output from the system, and every function performed by the system in response to an input or in support of an output. (Specify what functions are to be performed on what data to produce what results at what location for whom.)
- Each requirement should be numbered (or uniquely identifiable) and prioritized. See the sample requirements in Functional Requirements, and **Error! Reference source not found.**, as well as these example priority definitions:

Priority Definitions

The following definitions are intended as a guideline to prioritize requirements.

- Priority 1 – The requirement is a “must have” as outlined by policy/law
- Priority 2 – The requirement is needed for improved processing, and the fulfillment of the requirement will create immediate benefits
- Priority 3 – The requirement is a “nice to have” which may include new functionality

It may be helpful to phrase the requirement in terms of its priority, e.g., "The value of the employee status sent to DIS **must be** either A or I" or "It **would be nice** if the application warned the user that the expiration date was 3 business days away". Another approach would be to group requirements by priority category.

- A good requirement is:
 - Correct
 - Unambiguous (all statements have exactly one interpretation)
 - Complete (where TBDs are absolutely necessary, document why the information is unknown, who is responsible for resolution, and the deadline)
 - Consistent
 - Ranked for importance and/or stability
 - Verifiable (avoid soft descriptions like “works well”, “is user friendly”; use concrete terms and specify measurable quantities)
 - Modifiable (evolve the Requirements Specification only via a formal change process, preserving a complete audit trail of changes)
 - Does not specify any particular design
 - Traceable (cross-reference with source documents and spawned documents).

3.1. Functional Requirements

In the example below, the requirement numbering has a scheme - BR_LR_0## (BR for Business Requirement, LR for Labor Relations). For small projects simply BR-## would suffice. Keep in mind that if no prefix is used, the traceability matrix may be difficult to create (e.g., no differentiation between '02' as a business requirement vs. a test case)

The following table is an example format for requirements. Choose whatever format works best for your project.

For Example:

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Req#	Requirement	Comments	Priority	Date Rvwd	SME Reviewed / Approved
ENDUR_01	Start with green light				
ENDUR_02	Say "ready set go"				
ENDUR_03	Travel from blue tape to middle of yellow floor tile				
ENDUR_04	Repeat above until back at starting location				
ENDUR_05	Stop with red light				
ENDUR_06	Say "Im done and I need water"				
ENDUR_XX					

3.2. Security

3.2.1. Protection

Specify the factors that will protect the system from malicious or accidental access, modification, disclosure, destruction, or misuse.

- encryption via iPhone or Macbook password/facial recognition

3.2.2. Authorization and Authentication

Specify the Authorization and Authentication factors. Consider using standard tools such as PubCookie.

3.3. Portability

If portability is a requirement, specify attributes of the system that relate to the ease of porting the system to other host machines and/or operating systems. For example,

- Host dependent code
- Can be easily recreated
- Use of a particular operating system; MacOS

Requirements Confirmation/Stakeholder sign-off

Meeting Date	Attendees (name and role)	Comments
11/05/21	Bajon, Bianca - project leader	Only Bianca present
11/09/21	Noah, Bajon, Bianca - project leader	Only Bianca present

5. System Design

This section will provide all details concerning the technical design, staffing, coding, and testing the system

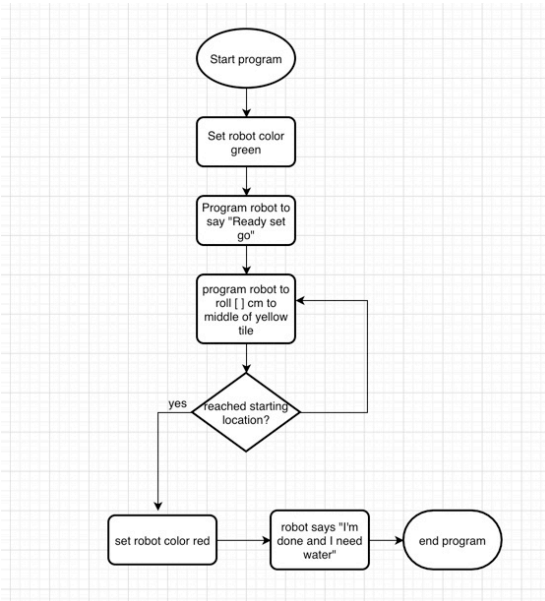
5.1. Algorithm

Develop and describe here the algorithm that will be used to provide the required performance of your software

- Set robot color to green
- Program robot to say "Ready set go"
- Program robot to move [] cm to the middle of yellow tile 1
- Repeat step 3 with each tile until robot has returned to starting position
- Set robot color to red
- Program robot to say "I'm done and I need water"

5.2. System Flow

Develop a flowchart (and show here) that accurately depicts how your software application will act to fulfill the algorithm



5.3. Software

Used block code in Sphero

5.4. Hardware

- Macbook Air
- Sprk Robot

5.5. Test Plan

Include a test plan showing all unit tests performed for this application, Include test rational, test date, staff member, pass/fail status

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Reason for Test Case	Test Date	Expected Output	Observed Output	Staff Name	Pass/Fail
Develop block code	11/05	Run course/develop block code	Could not stay in straight line	Bianca	Fail
Develop block code	11/09	Start and finish block code	Overshot the line	Bianca	Fail
Develop block code	11/10	Start and finish block code		Bianca & Noah	Pass

5.6. Task List/Gantt Chart

Embed your gantt chart here

5.7. Staffing Plan

Insert a chart/table that depicts the roles and responsibilities of each team member that worked on this project

Name	Role	Responsibility	Reports To
Bianca	Leader	Develop block code/fill out SDD	
Bajon	Collaborator	Help develop block code	
Noah	Collaborator	Help develop block code	