

# Requirements Documentation

## Free choice

### Revision History

Date	Version	Description	Author
10/9/21	1.0	Initial addition to documents	Fanny Söderlund, Malek Alabed, Nishat Jahan, Suzanne Zomer
22/9/21	1.1	Changes to the priority	Fanny Söderlund, Malek Alabed, Nishat Jahan, Suzanne Zomer

### Requirements List

Requirement Description	Priority
R1. Haptic vibration	Essential
R2. Voice commands	Essential
R3. Magnifying zoom	Desirable
R4. Hand geasture commands	Optional
R5. Schedule commands	Desirable
R6. Interchangable device slots	Optional
R7. Game	Desirable
R8. Disco mode	Optional

### Requirements Descriptions

## **R1**

The system should be responsive in the way that it for example vibrates when an option is clicked.

## **R2**

Users can enter text into the application instead of using the standard keyboard. Users can also select a text on the screen and have it spoken for them. The system should be responsive in the way that when the light turns on, the system speaks a confirmation.

## **R3**

The application units should have the functionality to zoom for users with poor eyesight.

## **R4**

For users who have a hard time to communicate with the units, they should be able to communicate with the system in a way that fits them with hand gestures for turning on or off.

## **R5**

Users should be able to schedule devices throughout the day. Say the lights are turned on in the morning and off in the evening. Or say the news are read for you every morning.

## **R6**

A specific area should do a specific command and within that area the users could change with an interchangeable device.

## **R7**

A fun interactive game for the users. Users can play the game using their voice for example. (scream game)

## **R8**

The system can, with a simple button, turn into full disco mode.