# Requirements Documentation

# Free choice

Revision History

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| --- | --- | --- | --- |
| **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 |
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Requirements List

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| **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 test 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.