

Project Title: AiSL

Project Link: [ikranw/AiSL](https://github.com/ikranw/AiSL)

Team Members: Ikran Warsame, Fareena Khan, Elshaddai Melaku

Goal Statement: Provide a learning tool for people to learn American Sign Language extensively in sentences and grammar.

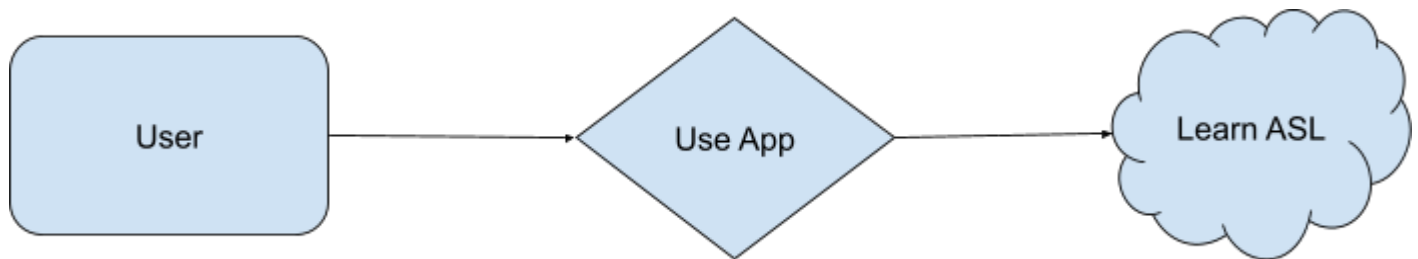
Part 1:

As a beginner ASL learner, I want to learn to sign more ASL. I want to sign specific sentences in the correct ASL grammar and word order. This will allow me to learn new words in sentences as relevant to me, rather than in fragments without knowing how to string words together.

- User
- Use App
- Learn ASL

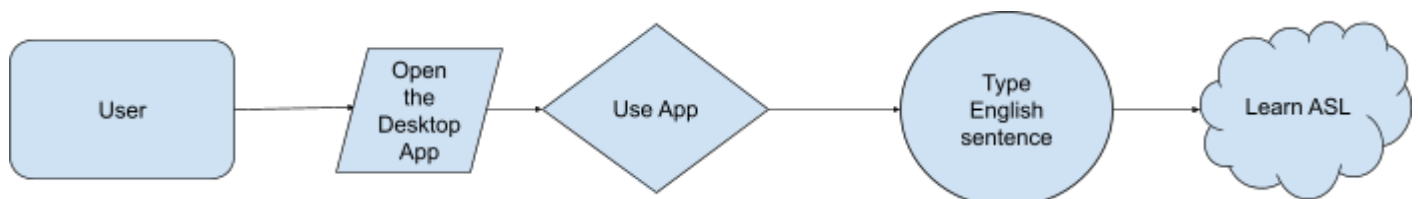
Part 2:

Design Level 0: In this diagram, the user, which is represented by a square, is using the app to reach the goal of learning ASL, which is represented by a cloud.



Design Level 1: In this diagram, the user, represented by a square, opens the application, represented by a parallelogram. The user uses the app, which is represented by a diamond. The user then types the English sentence as an input, which is represented by a rectangle. They reach the goal of learning ASL, represented by a cloud. The motions of each movement to the next stage is represented by lines.

- User
- Open the desktop App
- Use App
- Type English sentence, receive ASL
- Learn ASL



Design Level 2: This diagram uses conventions to show the system flow and user interaction. The rounded rectangle shows the user, the parallelogram shows a user action like opening the app, the diamond shows a system process or active use, the oval shows a step where input is provided, the rectangles show features or tools like downloading a

video or using playback controls, and the cloud shows the final outcome or goal, which is learning ASL. Lines and arrows show the sequence of actions, indicating how the user moves from input to output. These conventions together depict what the project does. A user types an English sentence into the app, which is translated into a 3D avatar performing the sentence in ASL. Additional outputs like video download and playback controls support the user's learning process, all leading to the goal of learning ASL. This highlights the focus on inputs, such as typing a sentence, and outputs, such as seeing the ASL translation and practicing with playback, which define the system's functionality.

- **User**
- Open the desktop App
- **Use App**
- Type English sentence
- See 3D avatar sign in ASL
- Playback controls (change speed, loop)
- Save/download the video
- **Learn ASL**

