1. Test results should be logged in a secure database
2. Clinicians should be able to log into the database and access the information
3. All resources should be royalty free and conforming to the GNU General Public License (GPL)
4. Users should be able to choose their language and selection of road signs
5. The result calculation algorithm should be able to be switched depending on the patient’s ailment
6. Tests should be administered in the order provided in the SDSA manual
7. Feedback about performance should only be provided at the end of the session
8. The instructions provided for each test should be the ones used in the SDSA manual
9. Instructions can be repeated once if required
10. The patient will have a set time to complete tests based on SDSA manual (15m, 5m, 5m and 3m)
11. The cards should be shuffled in both matrices tests and the road sign recognition tests

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| **General Requirements** | |
| Functional   * The tests will collect a score based on performance of the patient * The score should be affected by the time limit set beforehand * All mouse movements should be logged * Instructions from the SDSA manual must be shown beforehand | Non-Functional   * The score will be altered by time taken, wrong answers and will make use of the algorithm provided * The time limit will not shut down the games however will affect score if exceeded – should not affect gameplay * Instructions can be repeated once more if required |

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| **Game 1 - Dot** | |
| Functional   * The game should highlight when a dot has been clicked * The user should be able to go back to previous quadrants | Non-Functional   * The game screen should be split into quadrants * To change screen users can press buttons to navigate |

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| **Game 2 – Road Signs** | |
| Functional   * User should be able to compare road signs vs situations | Non-Functional   * The user will be shown all situations and then allow a road sign to be dragged onto it |

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| **Game 3 and 4 – Car and Roundabout** | |
| Functional   * The user should be able to assign the correct card to the correct space | Non-Functional   * The view will be placed in a 5x5 grid and will use drag and drop for selection * The cards will be randomised and will also feature a “no fit” area |

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| **Overall Games** | |
| Functional   * Each game will be time limited and should be in order * Feedback should be provided * Images used will be royalty free * Score should be saved to a database along with patient details | Non-Functional   * Time limits will be set as per the SDSA manual * The feedback will only be presented after the test has concluded * Images should conform to the GNU General Public License (GPL) |

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| **Login** | |
| Functional   * The clinician should have a screen where patient data and country preference is added before test commences | Non-Functional   * A screen will show when the device is in test mode |