

Software Requirements Specification for SE 4G06, TRON 4TB6: Hearing Aid Bracelet

Team 26, STRONE

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Revision History

| Date | Version | Notes |
|-----------------|---------|-----------------------------------|
| October 3, 2022 | 1.0 | Added Section 1 - Project Drivers |
| Date 2 | 1.1 | Notes |

This document describes the requirements for Synthesia Wear. The template for the Software Requirements Specification (SRS) is a subset of the Volere template (Robertson and Robertson, 2012).

1 Project Drivers

1.1 The Purpose of the Project

The purpose of this project is to create an inexpensive and non-intrusive hearing aid bracelet that provides an alternate channel for sound recognition for our users in their surroundings. First of all, Synthesia Wear's main goal is to be able to provide an improved quality of life for our users by instilling within them a sense of comfort knowing that our bracelet can help alleviate their hearing difficulties in many environments. For this project, there will be 3 main aspects that must be done for its overall completion. The first one is to be able to design and create a small and lightweight bracelet that is comfortable for our users to wear while encompassing all the hardware needed for overall functionality. Simultaneously, the second aspect is one where the bracelet's sound detection is able to reliably detect as many significant sounds in our users' daily lives as possible. Lastly, an app is going to be made so that it has a user-friendly UI that is easy to use and will allow users to easily be able to configure their sound detection settings for their bracelets.

1.2 The Stakeholders

1.2.1 The Client

N/A

1.2.2 The Customers

The customers of this project would be people in the general public who would want or need an inexpensive and non-intrusive bracelet that helps with their hearing. Furthermore, people who are in loud environments may want to purchase Synthesia Wear as well since hearing is likely obstructed and sound recognition through touch/vibration would be very appealing.

1.2.3 Other Stakeholders

The Developers: The developers of this project are the members of Strone. Our job is to develop a bracelet that is capable of assisting in the sound recognition of users within their surroundings. Throughout this project's entirety, we will test and change/improve aspects that we may deem necessary.

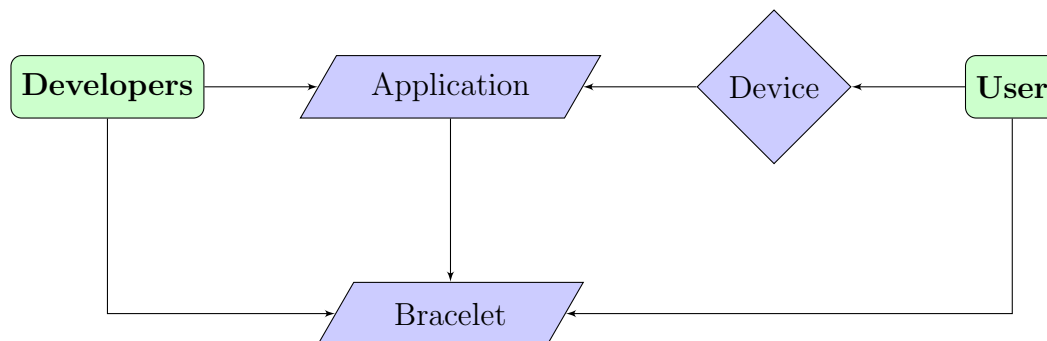
1.3 Constraints

1.3.1 Solution Constraints

The Synesthesia Wear application should be able to run on many computers, laptops, and phones. For phones, the application will be supported on IOS and Android OS. Furthermore, for laptops/computers, the application will be supported by macOS and Windows OS. With all this in mind, it is assumed that implementing for other mobile/laptop/computer OS's would be unprofitable and wasteful to maintain.

1.3.2 Implementation Environment of the Current System

Figure 1: Implementation Environment



1.3.3 Partner or Collaborative Applications

Synesthesia Wear does not have any partner or collaborative applications. However, it does rely upon the fact that the user is using the application on a device that supports IOS, Android, macOS, or Windows OS.

1.3.4 Anticipated Workplace Environment

There is no specific anticipated workplace environment for this product. Ideally, this bracelet and corresponding app can be used anywhere so long as they have a device that supports IOS, Android, macOS, or Windows OS.

1.3.5 Schedule Constraints

It has been decided that this project is to be completed by the week of April 5th, 2022. As a result, this project's scheduling will be executed over a timespan of a bit more than 7 months.

1.3.6 Budget Constraints

For this project, the budget has been dictated to be no more than \$ 750 from the entirety of all group members. With this in mind, there is no issues with the application as all software tools and resources are expected to use open-source material found online. Thus, most/all of the budget will likely be spent towards designing and creating the lightweight, non-intrusive, and comfortable bracelet.

1.3.7 Enterprise Constraints

The finished application will be available for anyone to use. However, the Synesthesia Wear bracelet will need to be purchased as it costs money and time to buy all the components and build it.

1.4 Naming Conventions and Terminology

1.4.1 Definitions of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project

Table 1: Definitions

| ACRONYM/ABBREVIATION | INTENDED MEANING |
|----------------------|---|
| SYWR | Synesthesia Wear |
| UI | User Interface |
| OS | Operating System |
| Etc | Et Cetera |
| Wi-Fi | Wireless Fidelity |
| IDE | Integrated Development Environment |
| GL | Gitlab |
| Product | The bracelet and appliction being developed as a whole, in its finished state |
| Project | The development of the bracelet and application |
| Customer | The person(s) that will use the finished product |

1.5 Relevant Facts and Assumptions

1.5.1 Relevant Facts

There are a few rules that the team must adhere to during the development of this project. Firstly, each developer must attend the group meeting before the submission of a deliverable to ensure that everyone has given their opinions and approval of the work, sort out any discrepancies, correct errors, and then satisfactorily submit with some time to spare. Furthermore, another rule that must be adhered is the fact that each developer has the right to question and ask for further explanations from others on their work. This is because both/all parties' work is related in some way or another and so the extra clarification and effort would be to all developers' benefit.

1.5.2 Assumptions

The developers are assuming that all software resources that will be used in the creation of the project will be open source software that is free for us to use. Furthermore, it is assumed that the majority/all of our users will have access to a device that supports macOS, Windows OS, IOS, or Android OS.

2 Functional Requirements

Definitions of All Terms, Including Acronyms, Used by Stakeholders Involved in the Project.
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2.1 The Scope of the work and the Product

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2.1.1 Context Diagram

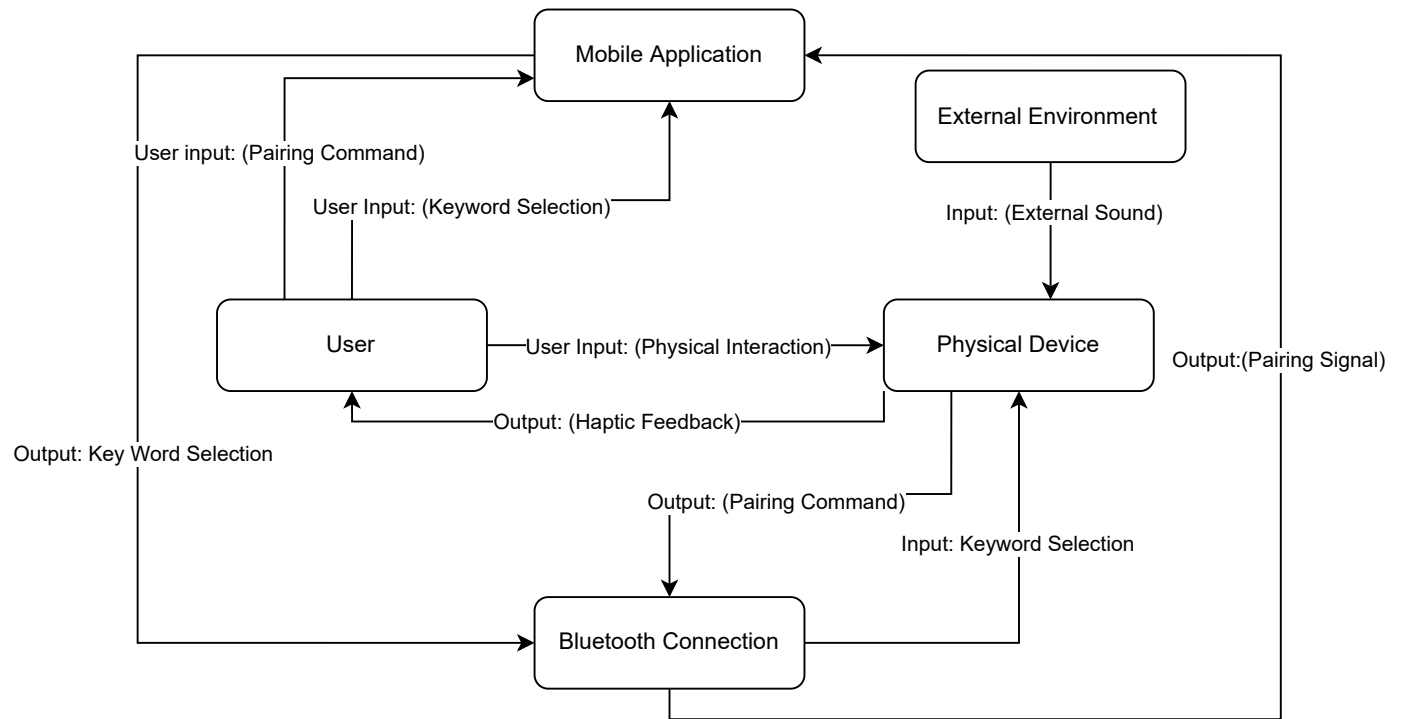


Figure 2: Context Diagram

2.1.2 Individual Product use Cases

2.2 Functional Requirements

| Requirement No | FR-1 |
|----------------|---|
| Description | The device is able to pick up sounds in the environment of the user. |
| Fit Criterion | The data received by the device shall match the sounds supplied to the device's surroundings. |
| Dependencies | N/A |

| Requirement No | FR-2 |
|----------------|--|
| Description | The device has to be able to classify different sounds. |
| Fit Criterion | Will compare test sounds and the device classifications shall match the true classification of the sounds. |
| Dependencies | FR-001, FR-003 |

| | |
|----------------|---|
| Requirement No | FR-3 |
| Description | The device has to be able to set or change its classification. |
| Fit Criterion | The sound classifications shall match the sent classifications. |
| Dependencies | N/A |

| | |
|----------------|---|
| Requirement No | FR-4 |
| Description | The device is able to provide feedback to the user. |
| Fit Criterion | The feedback should alert the user that the device is trying to communicate some information. |
| Dependencies | N/A |

| | |
|----------------|--|
| Requirement No | FR-5 |
| Description | The feedback provided is the appropriate feedback. |
| Fit Criterion | The feedback shall convey what signal classification was detected. |
| Dependencies | FR-002, FR-004 |

3 Non-Functional Requirements

3.1 Look and Feel Requirements

3.1.1 Appearance Requirements

| Requirement No | NFR-1 |
|----------------|---|
| Description | <ul style="list-style-type: none">• The UI of the application will contain a home page that displays the company logo and an option to pair the device.• The UI of the application will have buttons which will have different colors for different functionalities.• The UI will have a separate page for pairing the device and a page for configuring which voices you want to be alerted by.• The device will be a uniform material finish and contain an on button and Bluetooth pairing button.• The device will have a distinguished charging port built into the finished material. |
| Fit Criterion | Check that the UI and Device satisfy mandated requirements. |
| Dependencies | NFR-2 |

3.1.2 Style Requirements

| Requirement No | NFR-2 |
|----------------|--|
| Description | <ul style="list-style-type: none">• The UI will use consistent buttons, fonts, and color palette.• The device will automatically begin the pairing process when button is pressed• Buttons on the UI should be easily identified and responsive. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | NFR-1 |

3.2 Usability and Humanity Requirement

3.2.1 Ease of Use Requirements

| Requirement No | NFR-3 |
|----------------|---|
| Description | <ul style="list-style-type: none">• The Device shall be usable by any user with basic understanding of mobile applications and bluetooth devices.• The product should provide support that assists users in avoiding mistakes. |
| Fit Criterion | 90% of a sample group can go through the application without a manual. |
| Dependencies | NFR-4, NFR-1 |

3.2.2 Personalization and Internationalization Requirements

| Requirement No | NFR-4 |
|----------------|---|
| Description | <ul style="list-style-type: none">• Devices should allow users to pick and choose their desired sounds to be notified by.• Application of the product should allow users to choose preferred language• User Manual for the device will be written in primary language of each region device is sold |
| Fit Criterion | A sample group shall be able to change and manage their preferences. |
| Dependencies | FR-3 |

3.2.3 Learning Requirements

| Requirement No | NFR-5 |
|----------------|--|
| Description | This Device and the corresponding application shall be able to be used by users with no prior training within 5 minutes. |
| Fit Criterion | A sample group shall take less than 5 minutes to start using the product. |
| Dependencies | NFR-3 |

3.2.4 Understandability and Politeness Requirements

| | |
|----------------|--|
| Requirement No | NFR-6 |
| Description | The device and the application will use icons when the icon is commonly associated with a standard action such as a blue-tooth logo for pairing. |
| Fit Criterion | Check that the UI and Device satisfy mandated requirements. |
| Dependencies | N/A |

3.2.5 Accessibility Requirements

| | |
|----------------|---|
| Requirement No | NFR-7 |
| Description | Anybody who can operate a mobile device and is capable of wearing a ring/bracelet will be able to operate the device. |
| Fit Criterion | Same fit criteria as NFR-3 |
| Dependencies | NFR-3 |

3.2.6 Convenience Requirements

| | |
|----------------|--|
| Requirement No | NFR-8 |
| Description | If the phone falls out of range, the device should automatically re-pair to a known device when the device is back in range. |
| Fit Criterion | POC testing when a phone gets disconnected it should connect back when back in range. |
| Dependencies | N/A |

3.3 Performance Requirements

3.3.1 Speed and Latency Requirements

| Requirement No | NFR-9 |
|----------------|--|
| Description | <ul style="list-style-type: none">• The device shall process sound and react, with haptic feedback, if keywords are found in 1 second of response time• Interactions between the user and UI should have a response time of 1ms• First time pairing of the device should take no longer than 1 minute• Recurring connections of the device should take no longer than 10 seconds. |
| Fit Criterion | Check that the device satisfies the above requirements. |
| Dependencies | FR-1, FR-2, FR-4, FR-5, NFR-3, NFR-8 |

3.3.2 Safety-Critical Requirements

| Requirement No | NFR-10 |
|----------------|---|
| Description | Battery of the device should be shielded to prevent any direct contact with the user. |
| Fit Criterion | When the device is worn there is no way to directly touch the hardware components other than the buttons and ports. |
| Dependencies | N/A |

3.3.3 Precision or Accuracy Requirements

| Requirement No | NFR-11 |
|----------------|--|
| Description | Devices shall only miss-process noise or give a false haptic feedback once in every x amount of processes (Where x is determined by the team). |
| Fit Criterion | Check that the device satisfies the above requirements. |
| Dependencies | FR-2, FR-5, NFR-9 |

3.3.4 Reliability and Availability Requirements

| Requirement No | NFR-12 |
|----------------|--|
| Description | <ul style="list-style-type: none">• Battery life of the device should last for 12 hours of use.• Sound sensor should be listening for keywords at all times while the device is powered on.• Application should have an uptime of 24 hours a day, 365 days a year. |
| Fit Criterion | Check that the device satisfies the above requirements. |
| Dependencies | FR-1, NFR-9 |

3.3.5 Robustness or Fault-Tolerance Requirements

| Requirement No | NFR-13 |
|----------------|--|
| Description | <ul style="list-style-type: none">• Device should be able to filter out noise in loud environments while still picking up on keywords.• Device should still function even if the bluetooth gets disconnected from the user's mobile device. |
| Fit Criterion | Testing of accuracy in different environments |
| Dependencies | FR-1, NFR-11 |

3.3.6 Capacity Requirements

| Requirement No | NFR-14 |
|----------------|--|
| Description | <ul style="list-style-type: none">• System should only record the 5 keywords as chosen by the user of the device.• Application should record the inputted keywords by the user even if the application is closed. |
| Fit Criterion | Check that the device satisfies the above requirement. |
| Dependencies | NFR-9 |

3.3.7 Scalability or Extensibility Requirements

| Requirement No | NFR-15 |
|----------------|--|
| Description | The device should be capable of processing the current 5 keywords and upwards of 5 additional keywords two years after launch. |
| Fit Criterion | NFR-14 shall be achieved along with scope that more words can be added. |
| Dependencies | NFR-14 |

3.3.8 Longevity Requirements

| Requirement No | NFR-16 |
|----------------|---|
| Description | The Device should have an expected lifetime of 5 years considering regular maintenance and use cases. |
| Fit Criterion | The estimated battery lifecycle shall be above 5 years. |
| Dependencies | NFR-12 |

3.4 Operational and Environmental Requirements

3.4.1 Expected Physical Environment

| Requirement No | NFR-17 |
|----------------|---|
| Description | <ul style="list-style-type: none">• The device will be used by individuals in normal day to day activities.• The product dimensions should allow fitment on either wrist or finger of the user.• The application shall run on any mobile device that is using an IOS or Android operating system. |
| Fit Criterion | Using a study group check that the device operates during normal day activities, fits on all users, and runs on their desired phones. |
| Dependencies | N/A |

3.4.2 Requirements for Interfacing with Adjacent Systems

| Requirement No | NFR-18 |
|----------------|---|
| Description | The device will be able to interface with an application running on the user's mobile device. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.4.3 Productization Requirements

N/A

3.4.4 Release Requirements

| Requirement No | NFR-19 |
|----------------|--|
| Description | Yearly software releases will be deployed to improve the signal processing of the device as well as to maintain the corresponding application of the device. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.5 Maintainability and Support Requirements

3.5.1 Maintenance Requirements

| Requirement No | NFR-20 |
|----------------|---|
| Description | Updates to the software of the device should only require the application to be down for one day at a time. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.5.2 Supportability Requirements

N/A

3.5.3 Adaptability Requirements

| | |
|----------------|---|
| Requirement No | NFR-21 |
| Description | Product is expected to interface with Android and IOS mobile devices. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.6 Security Requirements

3.6.1 Access Requirements

| | |
|----------------|--|
| Requirement No | NFR-22 |
| Description | <ul style="list-style-type: none">• Nobody will have access to the signals being processed. Sounds should be processed and deleted in real time.• Any user will have access to the UI of the application but only developers will have access to the backend of the code. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.6.2 Integrity Requirements

| | |
|----------------|---|
| Requirement No | NFR-23 |
| Description | The device will filter out redundant external noise in order to improve the integrity of our signal processing. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.6.3 Privacy Requirements

| Requirement No | NFR-24 |
|----------------|--|
| Description | The product will protect the users right to privacy by not keeping a record of the data it takes in for the signal processing. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.6.4 Audit Requirements

N/A

3.6.5 Immunity Requirements

N/A

3.7 Cultural Requirements

3.7.1 Cultural Requirements

| Requirement No | NFR-25 |
|----------------|---|
| Description | <ul style="list-style-type: none">• The product will only support English at launch but will strive to include more languages based on regions of purchase.• The application and the device will both have zero references pertaining to religions, ethnic groups or any cultures. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.8 Legal Requirements

3.8.1 Legal Compliance Requirements

| Requirement No | NFR-26 |
|----------------|---|
| Description | The product will comply with all laws and regulations pertaining to regions where it is sold and distributed. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.8.2 Standards Compliance Requirements

| Requirement No | NFR-27 |
|----------------|---|
| Description | Product will adhere to any Open License agreements. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

3.9 Health and Safety Requirements

| Requirement No | NFR-28 |
|----------------|---|
| Description | <ul style="list-style-type: none">• Product will use certified batteries.• Product will use haptic feedback that is not intrusive to the user. |
| Fit Criterion | Check that all buttons of the UI and the Device correctly communicate back. |
| Dependencies | N/A |

4 Monitor and Control variables - Taranjit

5 Traceability Everyone at end, needs 2 and 3 done first

5.1 Traceability Matrix

6 Project Issues Taranjit Jordan

6.1 Requirements Likely/Unlikely to Change

6.2 Off-the-Shelf Solutions

6.3 Tasks

6.3.1 Project Planning

- The Life Cycle will take on the V-Model
- Development approach will utilize CI/CD Pipeline

6.3.2 Planning of the Development Phases

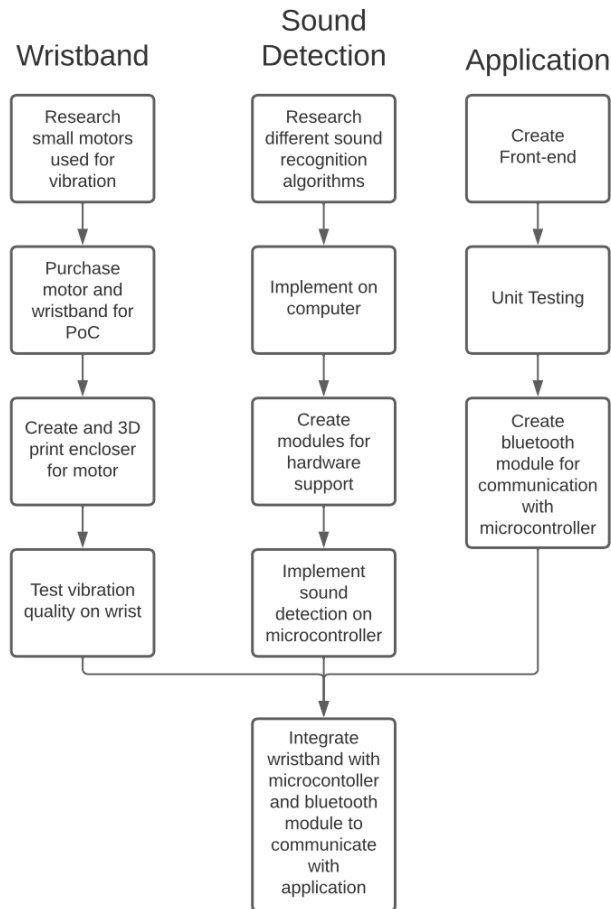


Figure 3: Tasks Diagram

6.4 Costs

Highlighted below are the cost estimates for the project's physical system. Avoidable costs are the environmental set up and software, this is due to universal resource availability.

| Project Cost | |
|---------------------------------|----------------------------|
| Description | Cost (in Canadian Dollars) |
| FLORA Arduino Microcontroller | 14.95 |
| SparkFun Analog MEMS Microphone | 6.95 |
| Tatoko DC Motor | 25.04 |
| Silicone Watch Strap | 15.50 |
| 5V Battery | 20.20 |
| Memory Card Reader | 6.94 |

Table 2: Project Cost

6.5 User Documentation and Training

Documentation of the features and user application of the product will be provided in written and video format enabled with a unique QR code, which will be provided in packaging of the product. Required training of the product will be needed to record initial sound detection. This is provided in the same user documentation used in the set-up stages.

6.6 Risks

- Inaccurate sound detection - retrain that particular sound to increase accuracy of product
- Wrong vibration pulse - reselect how many pulses required for particular sound
- Incorrect application signals - reboot device and user application to re sync user settings

6.7 Future Developments

Future developments will be conducted in different versions, listed below are the corresponding order from version 1.0 - version 4.0.

- Double the microphones for improved sound detection
- Controlled vibration sensitivity through user application
- User LED display
- Compact design to fit in a wearable ring or necklace

References

Reflection Appendix

Jordan Bierbrier - Knowledge of signals/systems along with memory management

Azriel Gingoyon - Knowledge of electrical circuitry and mechanical design

Taranjit Lotey - Knowledge of object-orientated programming for application development

Udeep Shah - Abraham Taha -

The two methods of acquiring this knowledge will be textbooks and the web. Textbooks will be used to grasp general knowledge or concepts where as the web will be needed to put our knowledge into practice.

Taranjit Lotey - Will be utilizing the web to master skills needed to have a deployable application. Main focus will be on retaining information on certain functions and header files needed to create a user interface. Proxy communication will be required to communicate between the backend embedded system and frontend application.

Please include an Appendix in your SRS documents that reflects on the graduate attribute of lifelong learning. The reflection should answer two questions:

What knowledge and skills will the team collectively need to acquire to successfully complete this capstone project? Examples of possible knowledge to acquire include domain-specific knowledge from the domain of your application, software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, writing, presentation, team management, etc. You should look to identify at least one item for each team member.

For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? From the identified approaches, which will each team member pursue, and why did they make this choice?

The Appendix does not need to be long. One or two pages should be adequate.