Software Requirements Specification for SE 4G06, TRON 4TB6: subtitle describing software

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Revision History

Date	Version	Notes
Date 1	1.0	Notes
Date 2	1.1	Notes

1 Project Drivers

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2 Functional Requirements

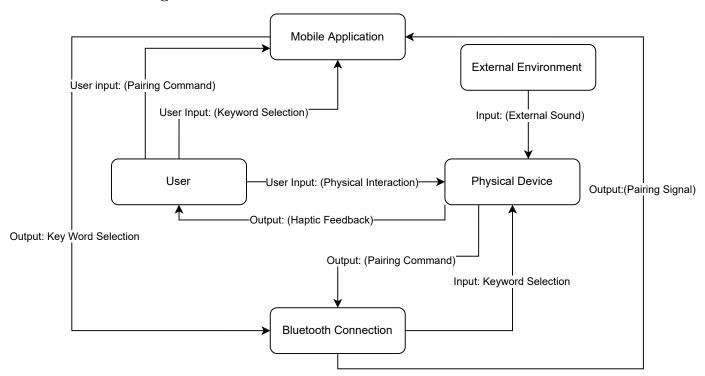
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2.1 The Scope of the work and the Product

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2.1.1 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 sup-
	plied 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	
	• 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	
	• 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	
	 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.
	avoiding initiation
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	
	• 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.
	tooth logo for pairing.
Fit Criterion	Check that the UI and Device satisfy mandated requirements.
Dependencies	N/A

${\bf 3.2.5}\quad {\bf Accessibility\ Requirements}$

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 con-
	nect back when back in range.
Dependencies	N/A

3.3 Performance Requirements

${\bf 3.3.1}\quad {\bf Speed\ and\ Latency\ Requirements}$

Requirement No	NFR-9
Description	
	• 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

${\bf 3.3.2}\quad {\bf Safety-Critical\ Requirements}$

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	
	• 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	
	• 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	
	• 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 key-
	words 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 con-
	sidering 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	
	• 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	Check that all buttons of the UI and the Device correctly communicate back.
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 run-
	ning 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 correspond-
	ing 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	
	• 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

${\bf 3.6.5} \quad {\bf Immunity \ Requirements}$

N/A

3.7 Cultural Requirements

3.7.1 Cultural Requirements

Requirement No	NFR-25
Description	
	• 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, ethinic 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

${\bf 3.8.1}\quad {\bf Legal\ Compliance\ Requirements}$

Requirement No	NFR-26
Description	The product will comply with all laws and regulations per-
	taining 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	
	• 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
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References

Reflection Appendix

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.