Software Project Summation

Customer

The product concept that we chose to base our toy requirement around was that of an external toy controlled by an app. An example of this would be an app controlled Furby, or Teddy Ruxpin, where the app will select the story the toy will read.This would be a toy that a child could connect with via their phone and interact with though an app, allowing for different user profile which changes how the toy acts to the user. Our full requirements can be seen below:

Requirement Number	Requirement	Justification
2	The UI should be usable with 1 hand.	We want the game controlled by an app, so it would be easier to use with a single hand
5	The system should run continuously for 72 hours on standard rechargeable batteries.	We do not want the physical toy to have a short battery life
10	The system should respond to inputs (screen swipes, etc, within 1mS	We want the toy to react in a suitable time frame from the app inputs
11	The system should indicate a response with a sound (user selectable)	We want the toy to make sounds to ensure the child knows it has received an input
12	Sounds should be able to be muted from the UI with a single key press.	As a parent my occasionally not like the sounds we would like them mutable
13	The system should run on all available and forthcoming platforms.	We would like the app to run on the major operating systems
14	The system should support all known international languages.	We want the toy to be international, so would need the app to have the most common languages.
15	Additional languages should be available as free downloadable packs.	In future we would like it to be possible to update the app with new languages so it can be exported to new regions.
17	There should be freely available, easy to use development kits to allow users to create their own games and/or utilities.	We want it possible for the base app to be adapted so that external partners can build upon the initial toys interactivity and functionality. Such as new reactions an stories.
18	The device should be controllable via touch, voice or text/ keyboard input.	The toy should be controllable by an interface like the app.
21	Adam is a four year old boy. He wants the game to be fun.	The toy should be engaging for a child

22	Angela is a 35 year old mum. She wants the game to keep her son busy.	The toy should be able to distract a child
24	A player should be able to create a user profile.	Different profiles are required so multiple children can use the same toy.
28	Data must be stored in the most efficient way.	We want the app to store data appropriately and not become too large an app on a phone.
31	A player should be able to create a persona.	We want the toy to seem to have a personality based upon choices of the user. May such as referring to them by a chosen name.
35	It should be possible to personalise the game from a gender perspective.	We want the toy to react differently dependant on the gender of the user, such as using correct pronouns.

Developer

From discussion with the other team as a customer, on 19/03/2022, we gained that the toy we were to develop was an educational game. From the given requirements, we have gone through these as a team and decided that the below would currently be appropriate to accept:

Requirement Number	Requirement	Accepted / Not Accepted	Explanation
2	The UI should be usable with 1 hand.	Accepted	We are happy to accept as phone games are normally controllable by a single hand
8	The device should be immune from internet attacks OR should include protection (e.g. virus scanner, firewall) as part of the system software.	Accepted	A form of protection can be provided
10	The system should respond to inputs (screen swipes, etc, within 1mS	Not-accepted	Dependant on the game, we would not understand the reason why the game would need to react so soon.
15	Additional languages should be available as free downloadable packs.	Not-accepted	It has not been specified what languages should be accepted as default so we cannot determine additional languages
18	The device should be controllable via touch, voice or text/ keyboard input.	Accepted	The device can have a control interface
21	Adam is a four year old boy. He wants the game to be fun.	Not-accepted	We would want criteria to determine if the game can be considered fun

22	Angela is a 35 year old mum. She wants the game to keep her son busy.	Accepted	The game will be able to keep a child entertained.
23	Glenda is Adam's grandmother. She wants the game to be educational.	Accepted	We are happy to ensure that the game is educational as this is a key requirement.
24	A player should be able to create a user profile.	Accepted	Different profiles should be possible
26	Kashif is a 30 year old dad. He wants the game to be safe.	Accepted	We can make sure the game is appropriate for children, but need safety requirements specified.
27	Jenna is a five year old girl. She doesn't want to have to ask mum for help.	Not-accepted	We can make the game understandable to children, but initial setup and download may require a parent, due to safety concerns.
28	Data must be stored in the most efficient way.	Accepted	We can consider data storage
29	Data must be able to be searched and managed as efficiently as possible.	Accepted	We can consider data efficiency
30	Andrew works in a toy shop. He wants the game to have a unique selling point.	Accepted	We can ensure there is a USP
31	A player should be able to create a persona.	Not-accepted	The concept of a persona does not seem to work in the context to a game, we would not more explanation to accept
32	A customer can cancel their subscription at any time.	Not-accepted	It has not been specified that the game has a subscription so they cannot cancel a subscription if it is not to have one