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1. **Introduction**

This document states the various requirements for the TalkBox Software. These requirements are based on the project requirements of EECS2311 and the presentation from Prof Baljko. Additional requirements have been added during the SDLC of this project.

* 1. **Document Purpose**

The purpose of this document is to be an aid in the SDLC of the TalkBox for both the developers and the team. It will also provide a clear understanding of the client needs, so the needs and the functionality can align.

1. **Product Description**

This product will help people with special needs to communicate. The TalkBox will be able to talk on behalf of them, when the certain button of that sound would be pressed. The caregivers will be able to record more words in the software and increase the user’s word choice.

1. **Product Scope**This device will aid communication for users who are unable to talk. The user will have the freedom to choose as many buttons they need for their TalkBox. They will also have the flexibility to change the number of the buttons at any time. The users can choose to use the pre-recorded sounds available or they can choose to record different sounds and save it in the buttons.
2. **Business Drivers**
   1. **Cost Difference**This product will replace expensive technologies for a low price. The current technology used by the government for Sound Generating Devices (SGD) are around $14,000, but this product with software and hardware components by Raspberry Pie will in total cost just around $50. This big price difference will be a major business driver for this product.
   2. **Features**

This product will also be very efficient at its use. It will provide much more features than the current technology used. It will give the user more functionality like recording sounds that they would like to use.

* 1. **Ease and Adaptability**

This product is very easy to use and is very interactive. The user will be able to adapt to it very quickly. The product can be used by anyone, who has never used technology before even making it becoming popular among potential users.