Software Prototype Requirements Document

Project Overview

- **Project Title:** Prospective Memory Training
- **Objective:** Develop a virtual reality experience prototype that helps the user train prospective memory.

Stakeholders

- **Primary Stakeholder(s):** The end users (adults) that want to test their prospective memory.

Functional Requirements

1. **Feature 1:** The experience will take place in a virtual reality house (the play space).
2. **Feature 2:** At the beginning of the experience, the user will be in a room that does not belong to the play space, and he/she will be able to see a list of the tasks that need to be completed inside the play space.
3. **Feature 3:** Once the user has finished studying the list, the user can press a button to start the experience.
4. **Feature 4:** The user has to do the tasks that were given at the beginning, they can be done in the order the user wants.
5. **Feature 5:** The tasks to do will be random each time the experience is played.
6. **Feature 6:** The number of tasks to do can be changed in an interface before the experience starts with a UI, the maximum number of tasks to do by the user is five.
7. **Feature 7:** The tasks to do include sending an email that is already written, washing the clothes using a washing machine, storing some cups in a cupboard, placing a painting in the wall, drinking water, brushing their teeth and eating a piece of fruit.
8. **Feature 8:** All tasks can be done by the user, even if they were not in the list.
9. **Feature 9:** To check if the user did all the tasks that were asked to do (and also if the user did more tasks that were asked to do), a csv file with all the information of the session will be given.
10. **Feature 10:** The csv file will contain all the events that happened during the session, that means what action was made, if it was included in the list, and at which second was made the action since the experience started.
11. **Feature 11:** Once the user thinks he/she has completed all the tasks, the user will go back to the room of the beginning and will press the button "Finish" from an UI that can be found on the room.
12. **Feature 12:** Once the "Finish" button has been pressed, the user will be able to see the tasks that have completed from the list and the ones that didn't complete.

Non-Functional Requirements

1. **Performance:** The experience needs to work without any performance issues.
2. **Usability:** The experience needs to be easy to play and accessible for adults. Also, the UI needs to be intuitive.
3. **Compatibility:** The experience needs to be played with a virtual reality headset and controls.
4. **Software:** The experience is developed on Unity engine.

Timeline

- **Start Date:** 30/04/2024
- **End Date:** 06/04/2024

Sign-off

- **Name:** Óscar Delgado Rueda
- **Date:** 30/04/2024