

# Module Guide for Software Engineering

Team 13, Speech Buddies

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# 1 Revision History

Date	Version	Notes
Nov 11, 2025	1.0	Added modules and Traceability Matrix
Nov 12, 2025	1.1	Added Modules M6-M11
Nov 12, 2025	1.2	Added Modules M18-M22
Nov 26, 2025	1.3	Added Modules M1-M6

## 2 Reference Material

This section records information for easy reference.

### 2.1 Abbreviations and Acronyms

symbol	description
AC	Anticipated Change
DAG	Directed Acyclic Graph
M	Module
MG	Module Guide
OS	Operating System
R	Requirement
SC	Scientific Computing
SRS	Software Requirements Specification
Software Engineering	Explanation of program name
UC	Unlikely Change
FR	Functional Requirement
LF	Look and Feel
PF	Performance
OER	Operational & Environmental
MS	Maintainability & Support
SEC	Security
CUL	Cultural
CPL	Compliance

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### 3 Introduction

Decomposing a system into modules is a commonly accepted approach to developing software. A module is a work assignment for a programmer or programming team (Parnas et al., 1984). For VoiceBridge, we adopt this decomposition based fundamentally on Parnas’s principle of information hiding (Parnas, 1972). This principle supports design for change, because the “secrets” that each module hides represent likely future changes. This approach supports design for change, a critical concern in assistive technologies where adaptation to evolving user needs and cutting-edge speech recognition improvements frequently occur, especially in early development phases.

Our design follows the rules layed out by Parnas et al. (1984), as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is implemented in only one module.
- Any other program that requires information stored in a module’s data structures must obtain it by calling access programs belonging to that module.

After completing the first stage of the design, the Software Requirements Specification (SRS), the Module Guide (MG) is developed (Parnas et al., 1984). The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:

- New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.
- Maintainers: The hierarchical structure of the module guide improves the maintainers’ understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.
- Designers: Once the module guide has been written, it can be used to check for consistency, feasibility, and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.

The rest of the document is organized as follows. Section 4 lists the anticipated and unlikely changes of the software requirements. Section 5 summarizes the module decomposition that was constructed according to the likely changes. Section ?? specifies the connections between the software requirements and the modules. Section ?? gives a detailed description of the modules. Section 8 includes two traceability matrices. One checks the completeness

of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 9 describes the use relation between modules.

## 4 Anticipated and Unlikely Changes

This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 4.1, and unlikely changes are listed in Section 4.2.

### 4.1 Anticipated Changes

Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.

**AC1:** Hardware platform and input devices.

Advancements in microphone technology, such as arrays or new form factors, alongside evolving processing hardware, may improve audio quality, reduce costs, and enable integration with wearable devices. These changes influence audio acquisition and pre-processing modules.

**AC2:** Speech-to-text engine and language support.

The system might expand to support additional languages and dialects beyond English requiring adaptations in ASR models and intent interpretation logic. Continuous improvements in speech recognition accuracy and noise filtering will also necessitate regular updates.

**AC3:** User profile and personalization management.

Personalization features may evolve to accommodate changing user speech patterns and preferences, demanding updates in model fine-tuning, adaptive prompting based on confidence, and profile management strategies.

**AC4:** Command mapping and browser automation protocols.

Updates may introduce new commands, integrate with emerging browser APIs, or improve error detection and recovery in command execution modules.

**AC5:** User interface and accessibility compliance.

Responsive adjustments to UI designs and accessibility layers will be required to stay compliant with evolving WCAG guidelines and to address user feedback for improved usability.

**AC6:** Error handling and recovery policies.

Classification schemes, messaging protocols, retry/backoff strategies, and compensation mechanisms may be enhanced to increase robustness and user experience quality.

**AC7:** Session lifecycle and interaction flow.

Changes may extend session duration limits, improve state persistence, and better handle asynchronous or interrupted user interactions.

**AC8:** Data privacy, audit logging, and security.

Adaptations will be necessary to comply with evolving data privacy laws and security best practices, affecting encryption, audit trail formats, and consent mechanisms.

**AC9:** Personalization and prompting enhancements.

Enhancements aiming at more context-aware and confidence-driven user assistance will continually refine prompting and instruction modules.

## 4.2 Unlikely Changes

The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.

**UC1:** Switching to specialized or high-end microphones and audio hardware.

VoiceBridge targets consumer-grade devices using standard microphones, ensuring affordability and accessibility. Moving to uncommon or costly hardware is outside the project scope and is therefore unlikely.

**UC2:** Offloading speech processing or command execution to external or cloud systems.

To protect user privacy and maintain responsiveness, VoiceBridge performs all key processing locally. Changing this would require major architecture redesign and is not planned.

**UC3:** Fundamental changes to the speech recognition approach.

The system uses specialized ASR models tuned for speech impairments based on proven models. Major shifts in ASR methodology would be disruptive and are therefore improbable.

**UC4:** Complete redesign of command mapping and browser control modules.

These modules are tightly coupled with browser APIs and OS functions for stability and usability. Major rewrites would cause extensive system impact and are unlikely.

**UC5:** Abandoning modular design for a monolithic or radically different architecture.

Modularity was chosen for maintainability and scalability. Changing to a less modular approach would increase complexity and reduce flexibility.

## 5 Module Hierarchy

This section provides an overview of the module design. The system is organized into architectural layers, each containing modules that encapsulate specific responsibilities. Table 1 presents the hierarchy of modules by their layers, including their primary purposes and responsibilities. The modules listed below, which are leaves in the hierarchy tree, are the modules that will be implemented.

**M1:** User Interface Module

**M2:** Accessibility Layer

**M3:** Feedback Display Module

**M4:** Speech-to-Text Engine

**M5:** Intent Interpreter

**M6:** Command Mapping Module

**M7:** Command Execution Layer

**M8:** Error Feedback

**M9:** Browser Controller

**M10:** Session Manager

**M11:** Error Handling & Recovery Module

**M12:** Data Management Layer

**M13:** User Profile Manager

**M14:** Audit Logger

**M15:** Credential Manager

**M16:** Encryption Manager

**M17:** Out-of-Scope Handler

**M18:** Microphone Manager

**M19:** VAD Noise Filter

**M20:** Prompting Module

**M21:** Model Tuner

**M22:** Instruction Registry

## 6 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements developed in the ([SRS](#)). In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 1.

<b>Architectural Layer</b>	<b>Included Modules</b>	<b>Purpose / Responsibilities</b>
<b>Presentation Layer</b>	User Interface Module Accessibility Layer Feedback Display Module	Manages direct user interaction and feedback presentation. Displays transcribed text, confirmations, feedback messages, and status indicators. Ensures compliance with WCAG accessibility standards including contrast, font, and color.
<b>Application (Processing) Layer</b>	Speech-to-Text Engine Intent Interpreter Command Mapping Module Command Execution Layer Error Feedback Module	Performs speech recognition and intent processing. Converts speech audio to text, interprets user intent, maps intent to browser or OS commands, executes commands, and handles error feedback.
<b>Control (Orchestration) Layer</b>	Browser Controller Session Manager Error Handling and Recovery Module	Coordinates and manages flow between modules. Tracks session states such as capture, transcribe, confirm, and execute. Manages events, exceptions, retries, and cancellations to ensure smooth operation.
<b>Data Management Layer</b>	Data Storage Manager User Profile Manager Audit Logger	Maintains persistent data and user personalization. Stores user speech samples, preferences, command mappings, transcripts, and logs. Supports diagnostics and evaluation.
<b>Security Layer</b>	Credential Manager Encryption Manager Out-of-Scope Handler	Manages authentication, encryption, and system boundaries. Ensures secure integration with external APIs and operating system interfaces. Handles login confirmations.
<b>Input Processing Layer</b>	Microphone Manager VAD and Noise Filter	Controls microphone hardware and audio capture. Filters noise to improve voice input quality.
<b>Personalization Layer</b>	Prompting Module Model Tuner Instruction Registry	Provides user prompting, model fine-tuning, and instruction management. Supports optional personalization based on confidence scores and usage history.

Table 1: Module Hierarchy

## 7 Module Decomposition

### Presentation Layer Modules

#### M1: User Interface Module

**Secrets:** How UI state, layout, and visible components are represented, including the mapping from raw browser events into UiEvents and management of keyboard and screen-reader focus.

**Services:** Initialize and render UI; receive and normalize input events into UiEvents; route feedback items; update keyboard/screen-reader focus.

**Implemented By:** UserInterface module using the browser rendering engine and DOM/event APIs.

#### M2: Accessibility Layer

**Secrets:** Encoding of accessibility configuration (AccessConfig), ARIA attribute mappings, and validation rules for UI elements against WCAG standards.

**Services:** Apply accessibility options; announce messages; check UI elements and report any problems using ValidationReports.

**Implemented By:** AccessibilityLayer module operating on UI elements exposed by UserInterface.

#### M3: Feedback Display Module

**Secrets:** Internal representation of FeedbackItems keyed by UUID, and policies for creation, clearance, and recovery options of feedback messages.

**Services:** Attach to parent UI; show messages of given types; clear messages; create recovery options for feedback items.

**Implemented By:** FeedbackDisplay module rendering via UserInterface and coordinating with AccessibilityLayer.

### Application (Processing) Modules

#### M4: Speech-to-Text Engine

**Secrets:** Configuration (AsrConfig) and internal processing details of the speech-to-text engine that converts audio input into accurate text transcript.

**Services:** Initialize engine; process audio to produce transcripts with confidence metadata; reset internal state.

**Implemented By:** SpeechToTextEngine module wrapping acoustic and language models.

### M5: Intent Interpreter

**Secrets:** How the system recognizes user intentions by using stored intent templates, managing conversation context, and extracting key details (slots) from the user's speech.

**Services:** Initialize the interpreter; convert speech transcripts into structured intentions, including important details and confidence levels; reset the interpreter's context when needed.

**Implemented By:** IntentInterpreter module using registered intent templates and dialog state management.

### M6: Command Mapping Module

**Secrets:** Command registry structure, user preferences, and policy application for mapping intents to executable commands.

**Services:** Initialize mapping; map Intents to validated Commands; validate commands against guardrails; reset internal state.

**Implemented By:** CommandMapping module using command registry, preferences, and policy configurations.

## Application (Processing) Modules

### M7: Command Execution Layer

**Secrets:** How commands are validated, mapped to backend requests, dispatched, tracked, cancelled, and timed-out. Internal queueing and audit format.

**Services:** Execute/cancel/status for commands; translate to backend format; rollback hooks.

**Implemented By:** Core runtime (browser bridge + OS process APIs).

### M8: Error Feedback

**Secrets:** Message templating, localization hooks, mapping of internal error classes to user-facing copy and recovery options.

**Services:** Show error; show recovery prompt with options; dismiss item; log event.

**Implemented By:** UI notification layer.

## Control (Orchestration) Modules

### M9: BrowserController

**Secrets:** Transport protocol to the browser controller, timeout wrappers, normalization of responses, and session plumbing.

**Services:** Send request; get status; cancel; open/close controller session.

**Implemented By:** Automation bridge client.

### M10: Session Manager

**Secrets:** Session lifecycle rules, storage schema, and TTL/expiry handling.

**Services:** Start/stop session; get session state; attach command; set state.

**Implemented By:** In-memory cache + persistent store.

### M11: Error Handling & Recovery Module

**Secrets:** Error classification policy, retry/backoff strategy, and compensation catalog.

**Services:** Handle error; retry; compensate; classify; record event.

**Implemented By:** Orchestration runtime with policy store.

### M12: Storage Management Module

#### Secrets:

- Database connection credentials
- Cloud API tokens
- Encryption keys

#### Services:

- DataStorageService: Stores and retrieves transcripts, user data, and configuration files.
- BackupService: Performs scheduled or manual backups to secure cloud storage.
- DataRetrievalService: Provides indexed access to stored files for authorized modules.
- DataRetentionService: Enforces deletion and retention rules based on time or policy.

**Implemented By:** DataStorageManager.

## **M13: User Profile Management Module**

### **Secrets:**

- User tokens and refresh keys
- Profile encryption keys
- Hashed user identifiers

### **Services:**

- ProfileCreationService: Initializes new user profiles with unique IDs.
- PreferenceService: Saves and retrieves user preferences and personalization data.
- ConsentManagementService: Records and verifies consent for data collection and personalization.

**Implemented By:** UserProfileManagerImpl.

## **M14: Audit Logging Module**

### **Secrets:**

- Log signing key
- Audit database token
- Log encryption key

### **Services:**

- ActivityLogService: Logs system and user activities for traceability.
- LogQueryService: Provides authorized access to query and review logs.
- AnomalyDetectionService: Detects suspicious activity and security anomalies.

**Implemented By:** AuditLoggerImpl.

## **M15: Credential Management Module**

### **Secrets:**

- Vault master key
- Token signing keypair
- OAuth client secrets

### **Services:**

- AuthenticationService: Validates user credentials during login.
- SessionTokenService: Issues and validates secure access tokens (JWT/OAuth).
- PasswordVaultService: Stores and retrieves hashed passwords securely.

**Implemented By:** CredentialManagerImpl.

## **M16: Encryption Management Module**

### **Secrets:**

- Private encryption keypair
- TLS certificates for secure communication
- Key rotation schedule metadata

### **Services:**

- DataEncryptionService: Encrypts data at rest and in transit.
- KeyManagementService: Generates, rotates, and revokes cryptographic keys.
- AnonymizationService: Removes identifiable data prior to model training or storage.
- IntegrityVerificationService: Ensures stored or transmitted data has not been altered.

**Implemented By:** EncryptionManagerImpl.

## M17: Out-of-Scope Handling Module

### Secrets:

- Command whitelist/blacklist configuration
- Safety policy file checksum
- Secure incident reporting token

### Services:

- CommandValidationService: Validates command scope and prevents unsafe actions.
- UserSafetyService: Provides safe fallback messages and cancel options.
- RecoveryService: Rolls back partially executed or invalid operations.
- IncidentReportingService: Reports anomalies and unsafe commands to the AuditLogger.

Implemented By: OutOfScopeHandlerImpl.

## Input Processing Layer Modules

### M18: Microphone Manager

**Secrets:** Device-level audio capture configuration, sampling parameters, buffering strategy, fallback device selection, and how raw audio is normalized before downstream processing.

**Services:** Start/stop microphone stream; read audio frames; provide normalized PCM buffer; expose current device status; surface hardware errors.

Implemented By: Browser audio APIs or OS audio interface.

### M19: VAD Noise Filter

**Secrets:** Voice-activity-detection thresholds, noise-suppression heuristics, smoothing windows, and adaptive gain rules.

**Services:** Filter raw microphone frames; determine speech vs. silence; emit clean audio frames; send VAD events (start/stop speech).

Implemented By: DSP/VAD library.

## Personalization Layer

### M20: Prompting Module

**Secrets:** Prompt templates, personalization rules, condition-based variation (user history, context), and confidence-based prompt selection logic.

**Services:** Generate user prompts; provide clarifying follow-ups when intent confidence is low; produce culturally inclusive and accessibility-enabled copy.

**Implemented By:** Application prompt engine.

### M21: Model Tuner

**Secrets:** Adaptation strategy for user-specific speech patterns, tuning weights for model updates, online vs. offline update thresholds, and embedding storage rules.

**Services:** Update inference parameters based on user data; compute personalized embeddings; adjust thresholds for intent classification and STT confidence.

**Implemented By:** ML runtime (Whisper fine-tuning layer or lightweight personalization pipeline).

### M22: Instruction Registry

**Secrets:** Internal representation of user-custom commands, schema for mapping instructions to intents, and safety constraints preventing unsafe or ambiguous command creation.

**Services:** Store/update/delete user instructions; resolve user-defined commands during intent parsing; validate new instructions; expose registry lookup API.

**Implemented By:** Local or cloud command registry service.

## 8 Traceability Matrix

The traceability matrices show how each requirement is implemented by specific modules and how each anticipated change is isolated within a single module.

<b>Req.</b>	<b>Modules</b>
FR-1 10.1	M18, M19, M4, M10
FR-2 10.2	M4, M19, M21, M12
FR-3 10.3	M1, M2, M3, M8
FR-4 10.4	M5, M6, M22
FR-5 10.5	M7, M9, M11, M8

Table 2: Trace Between Functional Requirements and Modules

<b>Req.</b>	<b>Modules</b>
LF-1 11.1	M1, M2, M3, M8
LF-2 11.2	M1, M2, M20, M3

Table 3: Trace Between Look & Feel Requirements and Modules

<b>Req.</b>	<b>Modules</b>
UH-1 12.1	M1, M2, M3, M8
UH-2 12.2	M13, M12, M5, M6
UH-3 12.3	M1, M2, M20, M10
UH-4 12.4	M8, M3, M2, M20
UH-5 12.5	M2, M1, M3, M8

Table 4: Trace Between Usability & Humanity Requirements and Modules

<b>Req.</b>	<b>Modules</b>
PF-1 13.1	M4, M5, M6, M7, M9
PF-2 13.2	M5, M6, M7, M8, M11
PF-3 13.3	M4, M19, M21, M5
PF-4 13.4	M11, M10, M8, M9
PF-5 13.5	M10, M12, M13
PF-6 13.6	M10, M12, M7, M9
PF-7 13.7	M12, M13, M14, M15

Table 5: Trace Between Performance Requirements and Modules

<b>Req.</b>	<b>Modules</b>
OER-1 14.1	M18, M19, M4, M11
OER-2 14.2	M1, M2, M9, M10
OER-3 14.3	M5, M6, M9, M22
OER-4 14.4	M12, M13, M14, M15, M10
OER-5 14.5	M10, M12, M14, M15

Table 6: Trace Between Operational & Environmental Requirements and Modules

<b>Req.</b>	<b>Modules</b>
MS-1 15.1	M10, M12, M13, M14, M15, M22
MS-2 15.2	M1, M2, M3, M8, M20
MS-3 15.3	M1, M2, M9, M10, M11

Table 7: Trace Between Maintainability & Support Requirements and Modules

<b>Req.</b>	<b>Modules</b>
SEC-1 16.1	M15, M16, M13, M12, M10
SEC-2 16.2	M5, M6, M7, M8, M11
SEC-3 16.3	M12, M13, M14, M15, M16
SEC-4 16.4	M14, M12, M10, M15
SEC-5 16.5	M11, M8, M19, M7, M9

Table 8: Trace Between Security Requirements and Modules

<b>Req.</b>	<b>Modules</b>
CUL-1 17.1	M2, M3, M8, M20, M5

Table 9: Trace Between Cultural Requirements and Modules

Req.	Modules
CPL-1 18.1	M12, M13, M14, M15, M16
CPL-2 18.2	M1, M2, M3, M8

Table 10: Trace Between Compliance Requirements and Modules

## 9 Use Hierarchy Between Modules

In this section, the uses hierarchy between modules is provided. Parnas (1978) said of two programs A and B that A *uses* B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A *uses* B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B. Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels.

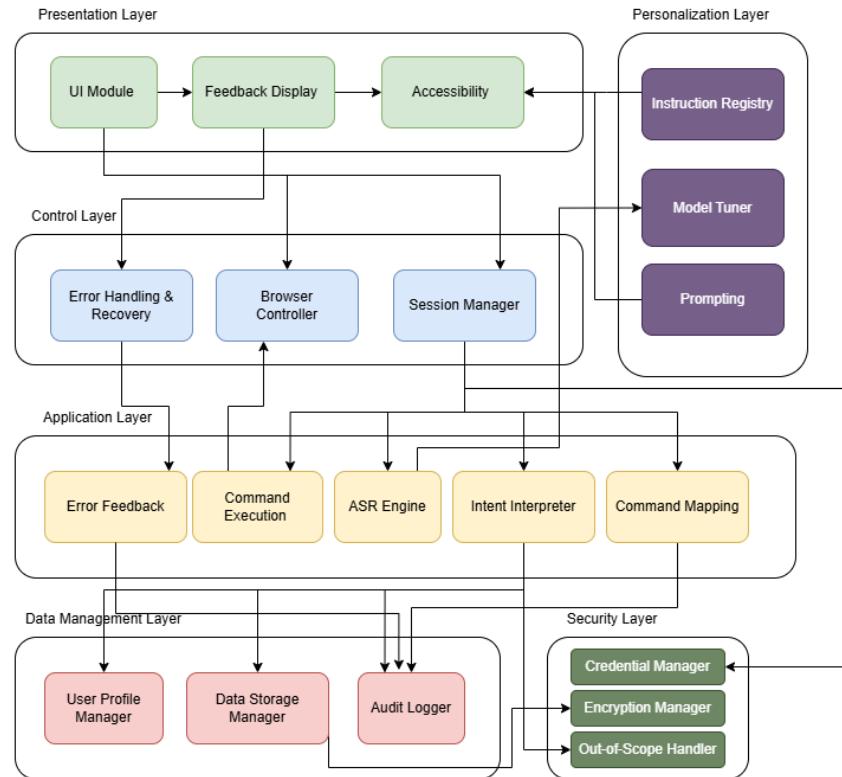


Figure 1: Use hierarchy among modules

## 10 User Interfaces

Will be defined in later design iterations.

## 11 Design of Communication Protocols

Not applicable at this time.

## 12 Timeline

The project is divided into phases with clear objectives, and all tasks are handled collaboratively — there is no single module ownership.

### 12.1 Development Phases

- **Foundational Development Phase (September – October 2025):** Core functionality such as speech-to-text, intent interpretation, and command mapping was developed collectively.
- **Integration and Testing Phase (November – December 2025):** The team works together to integrate modules, improve accessibility, and optimize performance.

### 12.2 Task Responsibilities

- Speech recognition and intent interpretation
- Command mapping and system integration
- User interface and accessibility
- Testing and performance optimization
- Documentation and support

All tasks are executed collaboratively, ensuring shared responsibility and smooth progress.

*Note: The full timeline is outlined in Section 8 ("Project Decomposition and Scheduling") of the Development Plan document: <https://github.com/speech-buddies/VoiceBridge/blob/main/docs/DevelopmentPlan/DevelopmentPlan.pdf>*

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