

Software Requirements Specification for Software Engineering: subtitle describing software

Team 13, Speech Buddies

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Contents

1	Purpose of the Project	vi
1.1	User Business	vi
1.2	Goals of the Project	vii
2	Stakeholders	vii
2.1	Client	vii
2.2	Customer & Hands-On Users of the Project	viii
2.3	Other Stakeholders	viii
2.4	Personas	viii
2.5	Priorities Assigned to Users	ix
2.6	User Participation	ix
2.7	Maintenance Users and Service Technicians	ix
3	Mandated Constraints	x
3.1	Solution Constraints	x
3.2	Implementation Environment of the Current System	x
3.3	Partner or Collaborative Applications	x
3.4	Off-the-Shelf Software	x
3.5	Anticipated Workplace Environment	x
3.6	Schedule Constraints	x
3.7	Budget Constraints	x
3.8	Enterprise Constraints	xi
4	Naming Conventions and Terminology	xi
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project	xi
4.2	Technical Terminology	xi
4.3	Medical Terminology	xi
5	Relevant Facts And Assumptions	xii
5.1	Relevant Facts	xii
5.2	Business Rules	xii
5.3	Assumptions	xii
6	The Scope of the Work	xii
6.1	The Current Situation	xii
6.2	The Context of the Work	xii

6.3	Work Partitioning	xii
6.4	Specifying a Business Use Case (BUC)	xii
7	Business Data Model and Data Dictionary	xii
7.1	Business Data Model	xii
7.2	Data Dictionary	xiii
8	The Scope of the Product	xiii
8.1	Product Boundary	xiii
8.2	Product Use Case Table	xiii
8.3	Individual Product Use Cases (PUC's)	xiii
9	Functional Requirements	xiii
9.1	Functional Requirements	xiii
10	Look and Feel Requirements	xiii
10.1	Appearance Requirements	xiii
10.2	Style Requirements	xiii
11	Usability and Humanity Requirements	xiv
11.1	Ease of Use Requirements	xiv
11.2	Personalization and Internationalization Requirements	xiv
11.3	Learning Requirements	xiv
11.4	Understandability and Politeness Requirements	xiv
11.5	Accessibility Requirements	xiv
12	Performance Requirements	xiv
12.1	Speed and Latency Requirements	xiv
12.2	Safety-Critical Requirements	xiv
12.3	Precision or Accuracy Requirements	xiv
12.4	Robustness or Fault-Tolerance Requirements	xv
12.5	Capacity Requirements	xv
12.6	Scalability or Extensibility Requirements	xv
12.7	Longevity Requirements	xv
13	Operational and Environmental Requirements	xv
13.1	Expected Physical Environment	xv
13.2	Wider Environment Requirements	xv
13.3	Requirements for Interfacing with Adjacent Systems	xv

13.4	Productization Requirements	xv
13.5	Release Requirements	xvi
14	Maintainability and Support Requirements	xvi
14.1	Maintenance Requirements	xvi
14.2	Supportability Requirements	xvi
14.3	Adaptability Requirements	xvi
15	Security Requirements	xvi
15.1	Access Requirements	xvi
15.2	Integrity Requirements	xvi
15.3	Privacy Requirements	xvi
15.4	Audit Requirements	xvi
15.5	Immunity Requirements	xvii
16	Cultural Requirements	xvii
16.1	Cultural Requirements	xvii
17	Compliance Requirements	xvii
17.1	Legal Requirements	xvii
17.2	Standards Compliance Requirements	xvii
18	Open Issues	xvii
19	Off-the-Shelf Solutions	xvii
19.1	Ready-Made Products	xvii
19.2	Reusable Components	xvii
19.3	Products That Can Be Copied	xvii
20	New Problems	xviii
20.1	Effects on the Current Environment	xviii
20.2	Effects on the Installed Systems	xviii
20.3	Potential User Problems	xviii
20.4	Limitations in the Anticipated Implementation Environment That May Inhibit the New Product	xviii
20.5	Follow-Up Problems	xviii

21 Tasks	xviii
21.1 Project Planning	xviii
21.2 Planning of the Development Phases	xviii
22 Migration to the New Product	xix
22.1 Requirements for Migration to the New Product	xix
22.2 Data That Has to be Modified or Translated for the New System	xix
23 Costs	xix
24 User Documentation and Training	xix
24.1 User Documentation Requirements	xix
24.2 Training Requirements	xix
25 Waiting Room	xix
26 Ideas for Solution	xix

Revision History

Date	Version	Notes
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1 Purpose of the Project

1.1 User Business

Individuals with speech impairments face significant barriers when interacting with digital devices. VoiceBridge addresses this gap by providing an accurate, inclusive, and accessible speech-to-control system that enables users to communicate with their devices using their speech, regardless of clarity of articulation. Building on familiar technology, such as personal computers and mobile devices, may be one of the most cost-effective and easily adoptable approaches for improving an individual with disability's autonomy and access to the world around them. The rise of ASR technology and Artificial Intelligence (AI) integrations in the industry provides a novel landscape of opportunities to improve accessibility interfaces. VoiceBridge exploits bleeding-edge technology for a practical and impactful application.

1.2 Goals of the Project

ID	Goal	Description
G1	Accurate Speech Transcription	Reliably convert impaired or slurred speech into text.
G2	Command Mapping	Translate recognized speech into actionable browser commands.
G3	User Independence	Enable users with speech impairments to browse autonomously.
G4	Lightweight & Accessible Design	Keep the system simple, fast, and cost-effective.
G5	Cross-Browser Compatibility	Support major browsers (e.g., Chrome, Edge, Firefox).
G6	Robust Error Handling	Detect and recover gracefully from common failures.
G7	Data Privacy & Security	Protect user data and ensure secure local processing.
G8	Customizable Interface	Allow users to adjust sensitivity, shortcuts, and feedback modes.
G9	Scalable Architecture	Design the system for future integration beyond browsers.

Table 1: Project Goals for VoiceBridge

2 Stakeholders

2.1 Client

The primary client for the VoiceBridge project is the organization or individual funding or commissioning the system. The client is primarily concerned with achieving the following goals: **G1**, **G5**, and **G9**, ensuring accurate speech transcription, cross-browser compatibility, and scalable architecture.

2.2 Customer & Hands-On Users of the Project

The primary customers are also the users of the project, them being individuals with speech impairments, who seek independence and autonomy through technology. Their needs directly relate to: **G1**, **G2**, **G3**, and **G8**.

2.3 Other Stakeholders

Secondary stakeholders include experts in linguistics, speech processing, and healthcare domains:

- Speech researchers and linguistics specialists, including the project supervisor, Dr. Christian Brodbeck, who provide insight toward **G1** and **G6**.
- Healthcare professionals and speech therapists who advise on usability and accessibility, contributing to **G3** and **G8**.
- Accessibility advocates and organizations interested in promoting the application, aligned with **G4** and **G5**.
- Software developers who implement and maintain the system, supporting **G9** and **G6**.

Tertiary stakeholders include caregivers and professionals who interact with end users, supporting **G3** and **G7**.

2.4 Personas

Potential end users of VoiceBridge include:

- **Amira**, a 45-year-old with Parkinson's disease, uses the system to log into Gmail and send emails.
- **David**, a stroke survivor, uses the system to browse the web and make purchases.

2.5 Priorities Assigned to Users

The highest priorities are assigned to end users with speech impairments, as their experience with the system defines its success. Secondary priorities include caregivers and technical experts who support the end users in using and maintaining the system.

2.6 User Participation

Individuals matching the target user profiles will be recruited for prototype testing and personalization development. Their participation directly supports refining goals [G1](#), [G2](#), [G3](#), and [G8](#).

2.7 Maintenance Users and Service Technicians

Maintenance Users:

- **Role:** End-users or caregivers performing basic troubleshooting and initiating support requests.
- **Responsibilities:**
 - Reporting errors or unexpected system behavior ([G6](#)).
 - Installing application updates ([G9](#)).
 - Managing user-specific configurations ([G8](#)).

Service Technicians:

- **Role:** Trained technical staff with deeper access to system logs and back-end services.
- **Responsibilities:**
 - Investigating reported issues ([G6](#)).
 - Ensuring transcription accuracy ([G1](#)).
 - Deploying updates and patches ([G9](#)).

- Ensuring compatibility with operating systems and accessibility frameworks ([G5](#)).
- Performing preventive maintenance, including performance monitoring and optimization ([G1](#), [G6](#)).

3 Mandated Constraints

3.1 Solution Constraints

Insert your content here.

3.2 Implementation Environment of the Current System

Insert your content here.

3.3 Partner or Collaborative Applications

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3.4 Off-the-Shelf Software

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4 Naming Conventions and Terminology

4.1 Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project

Insert your content here.

4.2 Technical Terminology

ASR - Automatic Speech Recognition

TTS - Text To Speech

STT - Speech To Text

4.3 Medical Terminology

Aphasia - A condition that robs you of the ability to communicate. It can affect your ability to speak, write and understand language, both verbal and written. Aphasia usually occurs suddenly after a stroke or a head injury. But it can also come on gradually, as in the case of a brain tumor or a progressive neurological disease.

ALS - Amyotrophic Lateral Sclerosis

Dysarthria - A motor speech disorder that makes it hard to speak. It is caused by damage to the nervous system, which can affect the muscles used for speaking. People with dysarthria may have slurred or slow speech, and they may have difficulty controlling the pitch, volume, and rhythm of their speech.

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Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How many of your requirements were inspired by speaking to your client(s) or their proxies (e.g. your peers, stakeholders, potential users)?
4. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
5. 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, or software engineering knowledge, mechatronics knowledge or computer science knowledge. Skills may be related to technology, or writing, or presentation, or team management, etc. You should look to identify at least one item for each team member.
6. 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? Of the identified approaches, which will each team member pursue, and why did they make this choice?