

Software Requirements Specification for Software Engineering: subtitle describing software

Team 13, Speech Buddies

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Contents

Revision History

Date	Version	Notes
September 30 2025	0.1	Rawan Mahdi
Modifying template to fit for non-deterministic software		
Date 2	1.1	Notes

1 Purpose of the Project

1.1 User Business

Insert your content here.

1.2 Goals of the Project

Insert your content here.

2 Stakeholders

2.1 Client

Insert your content here.

2.2 Customer

Insert your content here.

2.3 Other Stakeholders

Insert your content here.

2.4 Hands-On Users of the Project

Insert your content here.

2.5 Personas

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2.6 Priorities Assigned to Users

Insert your content here.

2.7 User Participation

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2.8 Maintenance Users and Service Technicians

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3 Mandated Constraints

3.1 Solution Constraints

Insert your content here.

3.2 Implementation Environment of the Current System

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3.3 Partner or Collaborative Applications

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3.4 Off-the-Shelf Software

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3.5 Anticipated Workplace Environment

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3.6 Schedule Constraints

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3.7 Budget Constraints

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3.8 Enterprise Constraints

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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.

5 Relevant Facts And Assumptions

5.1 Relevant Facts

Insert your content here.

5.2 Business Rules

Insert your content here.

5.3 Assumptions

Insert your content here.

6 The Scope of the Work

6.1 The Current Situation

Insert your content here.

6.2 The Context of the Work

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6.3 Work Partitioning

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6.4 Specifying a Business Use Case (BUC)

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7 Business Data Model and Data Dictionary

7.1 Business Data Model

Insert your content here.

7.2 Data Dictionary

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8 The Scope of the Product

8.1 Product Boundary

Insert your content here.

8.2 Product Use Case Table

Insert your content here.

8.3 Individual Product Use Cases (PUC's)

Insert your content here.

9 Functional Requirements

9.1 Functional Requirements

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10 Look and Feel Requirements

10.1 Appearance Requirements

Insert your content here.

10.2 Style Requirements

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11 Usability and Humanity Requirements

11.1 Ease of Use Requirements

Insert your content here.

11.2 Personalization and Internationalization Requirements

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11.3 Learning Requirements

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11.4 Understandability and Politeness Requirements

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11.5 Accessibility Requirements

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12 Performance Requirements

12.1 Speed and Latency Requirements

Insert your content here.

12.2 Safety-Critical Requirements

Insert your content here.

12.3 Precision or Accuracy Requirements

Insert your content here.

12.4 Robustness or Fault-Tolerance Requirements

Insert your content here.

12.5 Capacity Requirements

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12.6 Scalability or Extensibility Requirements

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12.7 Longevity Requirements

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13 Operational and Environmental Requirements

13.1 Expected Physical Environment

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13.3 Requirements for Interfacing with Adjacent Systems

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13.4 Productization Requirements

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14.3 Adaptability Requirements

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15 Security Requirements

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15.3 Privacy Requirements

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15.5 Immunity Requirements

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16 Cultural Requirements

16.1 Cultural Requirements

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17 Compliance Requirements

17.1 Legal Requirements

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17.2 Standards Compliance Requirements

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18 Open Issues

Insert your content here.

19 Off-the-Shelf Solutions

19.1 Ready-Made Products

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19.2 Reusable Components

Insert your content here.

19.3 Products That Can Be Copied

Insert your content here.

20 New Problems

20.1 Effects on the Current Environment

Insert your content here.

20.2 Effects on the Installed Systems

Insert your content here.

20.3 Potential User Problems

Insert your content here.

20.4 Limitations in the Anticipated Implementation Environment That May Inhibit the New Product

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20.5 Follow-Up Problems

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21 Tasks

21.1 Project Planning

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21.2 Planning of the Development Phases

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22 Migration to the New Product

22.1 Requirements for Migration to the New Product

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22.2 Data That Has to be Modified or Translated for the New System

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23 Costs

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24 User Documentation and Training

24.1 User Documentation Requirements

Insert your content here.

24.2 Training Requirements

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25 Waiting Room

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26 Ideas for Solution

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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?