

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	xi
3.3	Partner or Collaborative Applications	xi
3.4	Off-the-Shelf Software	xii
3.5	Anticipated Workplace Environment	xii
3.6	Schedule Constraints	xiii
3.7	Budget Constraints	xiii
3.8	Enterprise Constraints	xiii
4	Naming Conventions and Terminology	xiv
4.1	Glossary of All Terms, Including Acronyms, Used by Stakeholders involved in the Project	xiv
4.2	Technical Terminology	xiv
4.3	Medical Terminology	xiv
5	Relevant Facts And Assumptions	xiv
5.1	Relevant Facts	xiv
5.2	Business Rules	xiv
5.3	Assumptions	xv
6	The Scope of the Work	xv
6.1	The Current Situation	xv
6.2	The Context of the Work	xv

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

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

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

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

ID	Constraint	Rationale	Fit Criterion
C1	The product shall run on consumer-grade hardware using a personal computer microphone and support macOS, Windows, and Linux distributions.	Requiring only consumer-grade hardware ensures broad accessibility for end users and avoids dependency on specialized equipment.	The system must successfully be integrated onto browsers and run on laptops or desktops across the supported operating systems, using either built-in or external microphones.
C2	The product shall accept non-deterministic user input in the form of natural language speech.	Individuals with speech impairments may produce varied speech patterns that cannot be handled by rigid or deterministic command structures.	The system must be capable of processing and responding to variable natural language inputs without requiring a fixed set of commands.
C3	The product shall integrate with a browser control application to execute voice-based commands.	Browser interaction is a primary accessibility point for most digital services, and browser control is essential for practical use of the system.	The system must successfully perform browser actions (e.g., opening tabs, navigating to URLs, scrolling) through the integrated control application.

3.2 Implementation Environment of the Current System

ID	Constraint	Rationale	Fit Criterion
C4	The product will operate within a consumer computing environment consisting of personal computers equipped with microphones.	This setup reflects the most common user hardware configuration, ensuring the solution is accessible without additional devices.	All core functionalities must operate correctly on standard personal computers with a functioning audio input device.

3.3 Partner or Collaborative Applications

ID	Constraint	Rationale	Fit Criterion
C5	The initial integration target is Browser Use, an open-source browser control and automation application.	Leveraging existing open-source browser automation tools accelerates development and reduces implementation complexity.	The system must demonstrate the ability to execute at least three browser actions through the integrated partner application during testing.
C6	Future integrations may include API servers, mobile device agents, and home assistants to extend accessibility and functionality.	Ensuring extensibility allows the system to grow and adapt to new platforms or user needs.	The system architecture must allow seamless integration with additional partner applications without major redesign.

3.4 Off-the-Shelf Software

ID	Constraint	Rationale	Fit Criterion
C7	The product will rely on off-the-shelf software components, specifically Browser Use for automation and Project Euphonia for voice recording.	Using established open-source components allows focus on core functionality, improves maintainability, and supports experimentation with real-world data.	These components must be successfully integrated into the development workflow, and collected recordings must be stored and processed for model training without licensing conflicts.

3.5 Anticipated Workplace Environment

ID	Constraint	Rationale	Fit Criterion
C8	The product may be used at home, in public spaces, or in clinical settings, each with varying background noise conditions.	The product must function effectively across diverse real-world environments to meet accessibility goals.	The speech recognition system must maintain acceptable accuracy and responsiveness across all three identified environments during testing.

3.6 Schedule Constraints

ID	Constraint	Rationale	Fit Criterion
C9	Proof of concept must be completed by November 17, 2025. MVP must be ready within eight months, by May 2026.	Deadlines align with capstone project milestones and funding timelines, ensuring timely testing and delivery.	All proof of concept requirements must be met by the November deadline, and MVP functionality must be fully operational by May 2026.

3.7 Budget Constraints

ID	Constraint	Rationale	Fit Criterion
C10	The project must operate within the capstone budget allocated for compute infrastructure and development resources.	Budget limitations require prioritizing open-source solutions and efficient resource allocation.	Total cost of infrastructure, hosting, and third-party services must not exceed the allocated capstone budget.

3.8 Enterprise Constraints

ID	Constraint	Rationale	Fit Criterion
C11	The product must comply with all relevant accessibility and privacy regulations, including data usage and user privacy agreements.	Compliance protects user rights, upholds institutional standards, and avoids legal or ethical issues.	All data collection and processing workflows must undergo compliance review, and accessibility features must align with recognized standards (e.g., WCAG).

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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Insert your content here.

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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?