

Software Requirements Specification

ASLingo Application

Team 15, ASLingo

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Contents

1	Project Drivers	1
1.1	The Purpose of the Project	1
1.2	The Stakeholders	1
1.2.1	Other Stakeholders	1
1.3	Mandated Constraints	1
1.4	Naming Conventions and Terminology	2
1.5	Relevant Facts and Assumptions	2
2	Functional Requirements	3
2.1	The Scope of the Work and the Product	3
2.1.1	The Context of the Work	3
2.1.2	Work Partitioning	3
2.1.3	Individual Product Use Cases	3
2.2	Functional Requirements	3
3	Non-functional Requirements	5
3.1	Look and Feel Requirements	5
3.2	Usability and Humanity Requirements	6
3.3	Performance Requirements	6
3.4	Operational and Environmental Requirements	8
3.5	Maintainability and Support Requirements	8
3.6	Security Requirements	9
3.7	Cultural Requirements	9
3.8	Legal Requirements	10
3.9	Health and Safety Requirements	10
4	Project Issues	10
4.1	Open Issues	10
4.2	Off-the-Shelf Solutions	10
4.3	New Problems	11
4.4	Tasks	11
4.5	Migration to the New Product	11
4.6	Risks	11
4.7	Costs	11
4.8	User Documentation and Training	11
4.9	Waiting Room	11
4.10	Ideas for Solutions	11
5	Appendix	12
5.1	Symbolic Parameters	12
6	Appendix — Reflection	12

List of Tables

1	Revision History	ii
2	Naming Conventions and Terminology	2
3	Functional Requirements of ASLingo	4
4	Look and Feel Non-Functional Requirements	5
5	Usability and Humanity Non-Functional Requirements	6
6	Performance Non-Functional Requirements	7
7	Operational and Environmental Non-Functional Requirements	8
8	Maintainability and Support Non-Functional Requirements	8
9	Security Non-Functional Requirements	9
10	Cultural Non-Functional Requirements	9
11	Legal Non-Functional Requirements	10
12	Health and Safety Non-Functional Requirements	10

List of Figures

Table 1: Revision History

Date	Developers	Change
September 25, 2023	All team members	Initial draft, added some functional requirements
September 26, 2023	Andrew Kil	Added constraints and naming conventions
September 26, 2023	Cassidy Baldin	Added some functional and non-functional requirements
September 27, 2023	Jeremy Langner	Added some points to section 4 Project Issues
September 28, 2023	Cassidy Baldin	Added NFR tables, some rationales for NFRs
Date	Name	Change

This document describes the requirements for ASLingo. The template for the Software Requirements Specification (SRS) is a subset of the Volere template *Robertson And Robertson (2012)*. Subsections *Clients* and *Customers* were removed due to not having any such dependents.

1 Project Drivers

1.1 The Purpose of the Project

Learning a new language can be an arduous task that only gets more challenging with age, as individuals may find it difficult to dedicate time and effort to it. American Sign Language (ASL) is particularly hard due to its visual and gestural nature, which is not found in other, verbal languages. The purpose of this project is to ease that challenge by providing an online, easy-to-access web platform for individuals to learn new signs and test their comprehension at their own pace in a fun, interactive manner. Focusing in on consistent effort and continuous feedback, ASLingo provides real-time guidance to ensure users stay on track to achieving their goals of learning ASL.

1.2 The Stakeholders

The stakeholders for this project include those who use sign language as their primary mode of communication in daily life as well as those who have an interest in learning ASL. This would naturally expand outward towards educators who wish to promote the learning of ASL to their respective institutions.

1.2.1 Other Stakeholders

1.3 Mandated Constraints

The project is constrained by the following:

- The Project Expenses Cannot Exceed \$750

1.4 Naming Conventions and Terminology

Table 2: Naming Conventions and Terminology

Term, Abbreviation, or Acronym	Description
A	Shorthand for Assumption
ASL	Shorthand for American Sign Language. It is a form of sign language primarily used in the US and in parts of Canada
ASLingo	The commerical name for the project

1.5 Relevant Facts and Assumptions

User characteristics should go under assumptions.

2 Functional Requirements

2.1 The Scope of the Work and the Product

2.1.1 The Context of the Work

2.1.2 Work Partitioning

2.1.3 Individual Product Use Cases

2.2 Functional Requirements

** see Table 3: Functional Requirements of ASLingo, might need to format this differently

Table 3: Functional Requirements of ASLingo

Requirement No.	Description	Rationale
FR1	The system should be able to connect with a camera.	
FR2	The system should be able to recognize American Sign Language hand signs.	
FR3	The system should allow users to create an account.	
FR4	The system should allow users to sign into their account if it exists.	
FR5	The system should provide a diagnostic quiz for new users.	
FR6	The system should provide a progression based course for ASL.	
FR7	The system should save user progress.	
FR8	The system should allow users to access the program via a web application (functional or a constraint?)	
FR9	The system should be able to communicate to the user if they have answered the prompt correctly.	
FR10	The system should notify the user of any potential errors that may arise during camera recognition.	

3 Non-functional Requirements

3.1 Look and Feel Requirements

Table 4: Look and Feel Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
LFR1	The system should remind users of similar language learning applications	This will allow users to use the system intuitively if they have knowledge of other learning apps.	Ask a sample of users to rate how familiar/easy to use it is compared to other language learning apps.
LFR2	The system should show the user how much progress they have made in their learning schedule.	The user should be able to gain feedback from the system about how much they learned.	
LFR3	The system should clearly show the user if they have answered the prompt correctly.	The user should gain feedback about if they are correct with the hand sign they have shown.	

3.2 Usability and Humanity Requirements

Table 5: Usability and Humanity Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
UHR1	The system should be able to be used by people with little to no training.	The system should be able to be used without the need for formal training to make it easier for the average user.	
UHR2	The system should be able to be used by people who are hard of hearing or deaf, as well as those who are able to hear.	The system should be accessible for all people wanting to learn ASL.	
UHR3	The system should allow users to personalize their account.	The user should be able to input their name, see their progress etc.	

3.3 Performance Requirements

can change the time/percents shown

Table 6: Performance Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
PR1	The system should respond to user input quickly.	If a user has to wait too long after an input they may be less engaged.	95%? of tests should repond to user input within 1? second.
PR2	The system should be able to accurately determine the sign shown by the user.	The system must be able to understand what hand signs the user is inputing to ensure they are learning effectively.	The system should accurately determine a hand sign from a user in 95%? of tests.
PR3	The system should be able to host ??? users at one time.	If there are many people who want to learn ASL at the same time they should be able to do so.	
PR4	The system should allow for new signs to be added over the lifespan of the system.	This will allow the system to expand over time, as well as be able to add in new modern signs.	
PR5	The system should show the user if the input needs to be adjusted.	The user should know if they need to change their camera angle, lighting etc. for the system to accurately give them proper feedback.	

3.4 Operational and Environmental Requirements

Table 7: Operational and Environmental Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
OER1	The system should be used as a web application on a browser/laptop.		
OER2	The system should be able to access a user's camera device.		

3.5 Maintainability and Support Requirements

Table 8: Maintainability and Support Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
MSR1	The system should be tested regularly to ensure it's functionality and usability.		

3.6 Security Requirements

Table 9: Security Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
SR1	The system should allow the user to access their account after creating it.		
SR2	The system should ensure that incorrect input to the system is used.		
SR3	The system should store user account info securely? or keep user account info private?		

3.7 Cultural Requirements

Table 10: Cultural Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
CR1	The system should be written in Canadian English and teach users using American Sign Language.		

3.8 Legal Requirements

Table 11: Legal Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
CR1	The system should adhere to user privacy laws?		
CR2	The system should not train the model on personal/confidential/illegal data?		

3.9 Health and Safety Requirements

Table 12: Health and Safety Non-Functional Requirements

Requirement No.	Description	Rationale	Fit Criterion
HSR1			
HSR2			

4 Project Issues

4.1 Open Issues

There are currently no open issues with the project at the moment.

4.2 Off-the-Shelf Solutions

1. ASL App is a mobile exclusive platform with 2500+ signs and phrases to teach ASL via short video clips. This app offers 4 packs for free with the basics like the alphabet, numbers, and universal gestures. Paid packs are also available ex. compliments, moods, and social gestures for \$0.99. The app ultimately serves as a mobile hub for common expressions to study and learn wherever you are.
2. Canadian Hearing Services offer both in-person and virtual educational ASL courses for a variety of experience levels. These courses educate via teacher instruction, role play,

videos, and work books. A variety of other public, private, and educational institutes offer similar courses and instructional content.

4.3 New Problems

N/A

4.4 Tasks

NOT SURE?

4.5 Migration to the New Product

N/A

4.6 Risks

1. The primary risk of this product is the potential for error when trying to analyze and recognize a user's sign to give feedback or determine if their form is correct. This could cause users to improperly learn signs and hinder their learning.

4.7 Costs

1. Website domain -TBA
2. App hosting platform - TBA
3. Database -TBA

4.8 User Documentation and Training

The system and it's interface design should be intuitive enough to learn how to use the app.
SHOULD PROBABLY ADD SOMETHING ELSE!

4.9 Waiting Room

N/A

4.10 Ideas for Solutions

N/A

5 Appendix

This section has been added to the Volere template. This is where you can place additional information.

5.1 Symbolic Parameters

The definition of the requirements will likely call for SYMBOLIC_CONSTANTS. Their values are defined in this section for easy maintenance.

6 Appendix — Reflection

The information in this section will be used to evaluate the team members on the graduate attribute of Lifelong Learning. Please answer the following questions:

1. Which of the courses you have taken, or are currently taking, will help your team to be successful with your capstone project.
2. 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.
3. 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?