

Assignment 2: Software Requirements Specification

Team: Arbitrary Team Name 3

Project Title: Visual Audio Distinguisher App

Members:

1. Zachary Vanscoit
2. Shaun Lei
3. Ethan Knop

Meetings date	Participants
09/12/2019	1, 2, 3
09/19/2019	1, 2, 3
09/26/2019	1, 2, 3
10/03/2019	1, 2, 3
...	...

Stakeholders	Requirements
User	FR1: Gather audio for processing FR2: Visually represent audio FR3: Distinguish Audio Patterns

FR1. Gather Audio for Processing		
Goal: Gather clean audio for processing		
We need to access the system microphone after user interaction. Store audio into buffer and clean audio buffer of outlying noise. Accept a threshold of 25 decibels or higher.		
<u>Origin:</u> Team Meeting		
<u>Version:</u> 1.0	<u>Date:</u> 09/26/2019	<u>Priority:</u> 1

FR2. Visually Represent Audio		
Goal: Give the user visual feedback of recording the environment		
Use a rendering engine to display audio in a visual manor to provide the user visual feedback on data gathering.		
<u>Origin:</u> Team meeting		
<u>Version:</u> 1.0	<u>Date:</u> 09/26/2019	<u>Priority:</u> 2

FR3. Distinguish Audio Patterns		
Goal: Distinguish different sounds from one another		
Take clean audio signal and be able to distinguish basic sounds with created sound training modules.		
<u>Origin</u> : Team meeting		
<u>Version</u> : 1.0	<u>Date</u> : 09/26/2019	<u>Priority</u> : 1

NFR1. Animate visual display of audio		
Goal: Provide a pleasing visual experience to the user		
Give the user a clean and fast animated representation of audio frequencies.		
<u>Origin</u> : Team meeting		
<u>Version</u> : 1.0	<u>Date</u> : 09/26/2019	<u>Priority</u> : 3