**Software Project Summation**

**Customer**

The product concept that we chose to base our toy requirement around was that of an external toy controlled by an app. An example of this would be an app controlled Furby, or Teddy Ruxpin, where the app will select the story the toy will read.This would be a toy that a child could connect with via their phone and interact with though an app, allowing for different user profile which changes how the toy acts to the user. Our full requirements can be seen below:

|  |  |  |
| --- | --- | --- |
| **Requirement Number** | **Requirement** | **Justification** |
| 2 | The UI should be usable with 1 hand. | We want the game controlled by an app, so it would be easier to use with a single hand |
| 5 | The system should run continuously for 72 hours on standard rechargeable batteries. | We do not want the physical toy to have a short battery life |
| 10 | The system should respond to inputs (screen swipes, etc, within 1mS | We want the toy to react in a suitable time frame from the app inputs |
| 11 | The system should indicate a response with a sound (user selectable) | We want the toy to make sounds to ensure the child knows it has received an input |
| 12 | Sounds should be able to be muted from the UI with a single key press. | As a parent my occasionally not like the sounds we would like them mutable |
| 13 | The system should run on all available and forthcoming platforms. | We would like the app to run on the major operating systems |
| 14 | The system should support all known international languages. | We want the toy to be international, so would need the app to have the most common languages. |
| 15 | Additional languages should be available as free downloadable packs. | In future we would like it to be possible to update the app with new languages so it can be exported to new regions. |
| 17 | There should be freely available, easy to use development kits to allow users to create their own games and/or utilities. | We want it possible for the base app to be adapted so that external partners can build upon the initial toys interactivity and functionality. Such as new reactions an stories. |
| 18 | The device should be controllable via touch, voice or text/ keyboard input. | The toy should be controllable by an interface like the app. |
| 21 | Adam is a four year old boy. He wants the game to be fun. | The toy should be engaging for a child |
| 22 | Angela is a 35 year old mum. She wants the game to keep her son busy. | The toy should be able to distract a child |
| 24 | A player should be able to create a user profile. | Different profiles are required so multiple children can use the same toy. |
| 28 | Data must be stored in the most efficient way. | We want the app to store data appropriately and not become too large an app on a phone. |
| 31 | A player should be able to create a persona. | We want the toy to seem to have a personality based upon choices of the user. May such as referring to them by a chosen name. |
| 35 | It should be possible to personalise the game from a gender perspective. | We want the toy to react differently dependant on the gender of the user, such as using correct pronouns. |

**Developer**

From discussion with the other team as a customer, on 19/03/2022, we gained that the toy we were to develop was an educational game. From the given requirements, we have gone through these as a team and decided that the below would currently be appropriate to accept:

|  |  |  |  |
| --- | --- | --- | --- |
| **Requirement Number** | **Requirement** | **Accepted / Not Accepted** | **Explanation** |
| 2 | The UI should be usable with 1 hand. | Accepted | We are happy to accept as phone games are normally controllable by a single hand |
| 8 | The device should be immune from internet attacks OR should include protection (e.g. virus scanner, firewall) as part of the system software. | Accepted | A form of protection can be provided |
| 10 | The system should respond to inputs (screen swipes, etc, within 1mS | Not-accepted | Dependant on the game, we would not understand the reason why the game would need to react so soon. |
| 15 | Additional languages should be available as free downloadable packs. | Not-accepted | It has not been specified what languages should be accepted as default so we cannot determine additional languages |
| 18 | The device should be controllable via touch, voice or text/ keyboard input. | Accepted | The device can have a control interface |
| 21 | Adam is a four year old boy. He wants the game to be fun. | Not-accepted | We would want criteria to determine if the game can be considered fun |
| 22 | Angela is a 35 year old mum. She wants the game to keep her son busy. | Accepted | The game will be able to keep a child entertained. |
| 23 | Glenda is Adam’s grandmother. She wants the game to be educational. | Accepted | We are happy to ensure that the game is educational as this is a key requirement. |
| 24 | A player should be able to create a user profile. | Accepted | Different profiles should be possible |
| 26 | Kashif is a 30 year old dad. He wants the game to be safe. | Accepted | We can make sure the game is appropriate for children, but need safety requirements specified. |
| 27 | Jenna is a five year old girl. She doesn’t want to have to ask mum for help. | Not-accepted | We can make the game understandable to children, but initial setup and download may require a parent, due to safety concerns. |
| 28 | Data must be stored in the most efficient way. | Accepted | We can consider data storage |
| 29 | Data must be able to be searched and managed as efficiently as possible. | Accepted | We can consider data efficiency |
| 30 | Andrew works in a toy shop. He wants the game to have a unique selling point. | Accepted | We can ensure there is a USP |
| 31 | A player should be able to create a persona. | Not-accepted | The concept of a persona does not seem to work in the context to a game, we would not more explanation to accept |
| 32 | A customer can cancel their subscription at any time. | Not-accepted | It has not been specified that the game has a subscription so they cannot cancel a subscription if it is not to have one |