

Mario's Party

Requirements Document

Mission Statement

To provide software to assist users to identify object names in different languages

- Enjoy the experience of learning a new language
- Allow for 'quick and dirty' translation of an object
- Provide feedback about a users progress
- Have a clean and intuitive user interface

Introduction

This document will list the requirements for our application.

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Phase 1

1. Managing Images
2. Locating Images
3. Self Assessment
4. Help
5. Non-Functional Requirements

1. Managing Images

- 1.1 Upload an image
 - 1.1.1 Images must be of file format JPEG, BMP, GIF or PNG
 - 1.1.2 Images must be no larger than _____ kb (few hundred?)
 - 1.1.3 Image dimensions must be no smaller than _____ px
 - 1.1.4 Images that are larger than _____ px will be resized
- 1.2 Tag an image with text
 - 1.2.1. Must be in alphanumeric format
 - 1.2.2. Must be a single word with no spaces
 - 1.2.3. An image may have multiple tags associated with it
 - 1.2.4. Each tag may have a bounding box associated with it
- 1.3 Associate a textual tag with an audio clip
 - 1.3.1. The audio clip must be of file format MP3, WAV or WMA
 - 1.3.2. The audio clip must be no longer than 20 seconds
 - 1.3.3. The audio clip must be no larger than _____ size

- 1.4 Categorise images based on tags
 - 1.4.1 A tag can be in more than one category
 - 1.4.2 Categories may be composed of one or more other categories
 - 1.4.3 A tag in a given category is automatically associated with all the parent categories

2. Searching

- 2.1 Search using a tag as the keyword
- 2.2 The user may filter search results by a specific language
 - 2.2.1 The resulting images will be restricted to those which have tags in the given language
- 2.3 The user may search for keywords in a specific category
- 2.4 Results are sorted by relevance

3. Browsing

- 3.1 The user will be able to quickly browse through all images
 - 3.1.1 Browse through the categories to view objects with a common theme
- 3.2 Browse through the categories, viewing only images with tags in a specific language

4. Learning

- 4.1 Present the user with the image and relevant tags
 - 4.1.1 Filter relevant tags by language if requested
- 4.2 Present the user with corresponding audio tags for all textual tags (where available)

5. Self Assessment

- 4.1 Quiz
 - 4.1.1 Decide what the quiz will be focusing on, for example, language, category etc
 - 4.1.2 Decide the length of the quiz
- 4.2 Game
 - 4.2.1 Select type of game
 - 4.2.2 Set high scores

6. Help

- 5.1 The Help page will provide:
 - 5.1.1 Information on how to navigate the application
 - 5.1.2 A brief overview of the application's features

- 5.1.3 A getting started guide for each of the features of the application
- 5.1.4 Tips on the best way to use the application to get the most out of it
- 5.2 How to play the games
 - 5.2.1 For each game there will be a detailed description of the game and what the controls are
 - 5.2.2 A step by step instruction guide for each game

7. Non-Functional Requirements