Design Requirement Form			
Date:	October 4 th , 2017		
Design Project Title:	Sign Language App		
Team Name:	Slate 8		
Team Advisor	Dr. Mohamed Chouikha, PhD.		
Team Assistant	Vanessa Galani		
Project's Long Term Goal	A Working Viable Sign Language App		
Project's 2017-2018 Academic Year Goal	A Working Viable Sign Language App		
Team Members (Design Class)	Nathan Kebe El		
Team Members (Others)	None		
Requirements	Descriptions	Source	
Background (NEED)	The need to communicate with the Deaf Community or people experiencing hearing loss, or those who can't hear and need to communicate with those who can hear. The Sign Language App will serve both groups of people.		
Objective (Problem)	When there is a need to communicate with the deaf or hearing.		
Performance	The sign language app once activated and focused on direct line of sight target, will automatically switch to the proper mode of operation: • Sign symbol to text display interpretation • Voice to text display interpretation The sign language app is equipped with such features as: • Symbols to text • Text to speech • Speech to symbol and text The Sign Language App comes with: • Database/storage unit consisting of the most general sign language symbols The Sign Language App is equipped with: • Search • Share • Store • Copy • Video copy/playback • Print		
Cost	Java Text, Java Runtime Environment, and App Inventor 2: Create Your Own Android Apps Oct 23, 2014 by David Wolber and Hal Abelson Kindle Edition \$ 18 35 (Note: these text are starter text!)		
Safety	When using the app it is safe to use, does not contain upsetting, offensive content, will not cause any damage to their device, and can not cause any physical harm when used.		

Compliance	The FCC's rules require any manufacturer certifying a device under the new process to take steps to prevent "unauthorized" changes to the software on the device that might alter its radio frequency and power parameters in a way that takes it out ofcompliance with the regulations known as FCC Part 15 regulations.Jul 6, 2007	
Driver-Vehicle	N/A	
Interface		
Energy, Power, and	1. Sending or and receiving email over mobile network:	
Environment	610mW	
	2. Video playback: 454mW	
	3. Sending and receive email over Wi-Fi: 432mW	
	4. Audio playback: 320mW	
	5. Sending a text message: 302mW	
Intellectual Property	(Note: this area will need research into the	
, ,	intellectual Property soon to be conducted.)	
Size and Weight	N/A	
Deliverables	None at the moment.	
Others	None	
Others	None	