**Requirements Traceability Matrix (RMT)**

**BD-Society**

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| **Use case ID** | **Requirement Type** | **Requirement Name** | **Requirement**  **description** | **Status** | **Priority Scale(High, Medium, Low)** |
| **1.** | Business Requirements | 1.1) Project Need | 1.1.1) Receiver can track Donor location  1.1.2) Donor’s blood reports will be updated by Labs and Admin  1.1.3) Receivers will get donor information easily | Finished | High |
| 1.2) Benefit | 1.2.1) Easy access to the system by users  1.2.2) Better understanding (Urdu/English) for users  1.2.3) Connect with a secure and safe institute licensed by the health organization of Pakistan  1.2.4) Offline availability | Finished | High |
| 1.3) Implementation | 1.3.1) Tested for Bugs  1.3.2) Accuracy of Output  1.3.3)User-friendly | In Progress | High |
| **2.** | Functional Requirements | 2.1) Registration | User must have to register into the system to use the features | Implemented, Coded, Unit Tested | High |
| 2.1.1) Register as donor | If the user is register as donor then user must prove detail information (personal info, blood info, health info) | Implemented, Coded, Unit Tested | High |
| 2.1.2) Register as receiver | Is the user register as blood taker then user have to give personal info | Implemented, Coded, Unit Tested | High |
| 2.1.3) Validate account | Account must be verified by sending message to phone number by Admin | Implemented, Coded, Unit Tested | High |
| 2.2) Add request | Receiver send request to specify the blood group and needed units of blood | Implemented, Coded, Unit Tested | High |
| 2.3) Display request | Receiver request will be share and display to an appropriate donor | Implemented, Coded, Unit Tested | Medium |
| 2.3.1) Accept request | After viewing the request donor will accept request | Implemented, Coded, Unit Tested | High |
| 2.3.2) Reject and Shared | Receiver may reject request due to any personal reasons and then request will be shared to other donors | Implemented, Coded, Unit Tested | High |
| 2.4) Track donor | Receiver can view donor location through Google map and the estimated time to reach the destination | Implemented, Coded, Unit Tested | Medium |
| 2.5) Previous request | User can see all previous requests as record | Implemented, Coded, Unit Tested | Low |
| 2.5.1) Delete request | After the successful blood transfusion receiver will delete the request | Implemented, Coded, Unit Tested | High |
| 2.6) Manage reports | Donor’s blood test reports will be store and manage in donor database | Implemented, Coded, Unit Tested | High |
| 2.7) View statistical health chart | Donor can view his/her health status in a graphical form | In Progress | Medium |
| 2.8) History log | User can see his/her previous activities in history log | Implemented, Coded, Unit Tested | LOW |
| 2.9) Log out | After successfully completion of user demand user will logout through the system | Implemented, Coded, Unit Tested | Medium |
| **3.** | Non-functional Requirements | 3.1) Usability | System can be used again and again without distortion | Implemented, Coded, Unit Tested | High |
| 3.2) Performance | 3.2.1) The system will give responses within 1 second after checking the donor information and other details  3.2.2) System support 1000 people at a time  3.2.3) 99% of the task will be performed in less than 1sec | Implemented, Coded, Unit Tested | High |
| 3.3) Security | System will maintain history logs and maintain security of logins | Implemented, Coded, Unit Tested | High |
| 3.4) Safety | If system fails, recovery method restores a past copy of the database | Implemented, Coded, Unit Tested | High |
| 3.5) Accessibility | Access level is controlled for each user according to their work scope | Implemented, Coded, Unit Tested | Medium |
| 3.6) Availability | The system shall be available all the time | Implemented, Coded, Unit Tested | High |
| 3.7) Maintainability | The system will be maintained, have up-to-date information and policies of SBTP and BTA updated fix problems of the system | Implemented, Coded, Unit Tested | High |
| 3.8) Stability | The system won’t change from time to time but may have updates | Implemented, Coded, Unit Tested | Medium |