

Traceability Matrix

SafePlate: A Mobile Application for Personalized Allergen-Free Recipe Recommendations of
Philippine Food

Test Area		Items	Met (Count)	Unmet (Count)	Remarks	Responsibiliy
1	Login	4	4	0	Done	Gacer
2	Registration	4	4	0	Done	Gacer
3	Forgot Password	5	5	0	Done	Gacer
4	Allergen Screen	4	4	0	For Database Integration and System's Logic	Colesio
5	Home Screen	5	5	0	For Database Integration and System's Logic	Colesio
6	Dishes You Might Like	1	1	0	For Database Integration and Algorithm Implementation	Colesio
7	Categories	2	2	0	For Database Integration and Algorithm Implementation	Madrigal
8	Bottom Navigation Bar	1	1	0	Done	Colesio
9	Profile Screen	1	1	0	Done	Madrigal
10	Favorite Dishes(Profile Screen)	1	1	0	For Database Integration and System's Logic	Madrigal
11	Logout	1	1	0	Done	Gacer
12	Profile Screen Navigations	1	1	0	System's Logic Needed	Madrigal
13	History	1	1	0	For Database Integration and System's Logic	Colesio
14	Favorite Button	1	1	0	System's Logic Needed	Colesio
15	Search Button	1	1	0	System's Logic Needed	Colesio
16	Recipe List Screen	1	1	0	For Database Integration and System's Logic	Gacer
17	Recipe Screen	2	2	0	For Database Integration and System's Logic	Gacer
	Total	36	36	0		

Module	R#	Requirements	Met
Login	1.1	1.1 Login page accept email and password.	1.1 Met
		1.2 Event Flow: A. User accesses login page B. User submits email and password C. System validates the credentials and if the account status is approved D. If it is approved user proceeds to allergen screen E. (optional)If the user wants to change password go to change password screen	1.2 Met
		1.3 System shall validate the email and password against the registered user accounts.	1.3 Met
		1.4 On success login, system logs in to the allergen screen.	1.4 Met
		2.1 Registration page accepts the user input, inc email, password and username.	2.1 Met
		2.2 Event Flow: A. User accesses sign up screen B. User inputs the required field C. System checks if the email still exists and the password format is correct D. If it is right the account is created and will proceed to the login screen E. If the user accesses sign up screen but already have account, he/she can proceed to login button that will redirect him to login screen	2.2 Met

Module	R#	Requirements	Met
		2.3 System checks the inputted fields, if it is right, it proceeds to store in the database.	2.3 Met
		2.4 On success creation, the user can now login his/her registered account	2.4 Met
Forgot Password	3.1	3.1 Forgot password screen accepts user input.	3.1 Met
		3.2 Event flow: A. User accesses forgot password screen B. User inputs the email, old password, and new password. C. It checks if the input is correct. D. The system validates if the inputs are correct and valid. E. If the input is right, it changes the user's current password to his new password. F. The user can now go back to login screen.	3.2 Met
		3.3 The system checks if the required inputs are valid and correctly formatted.	3.3 Met
		3.4 On success, the user's password will be updated to a new one.	3.4 Met
		3.5 The user can now proceed to login screen to login his email and new password.	3.5 Met
Allergen Screen	4.1	4.1 The user proceeds here from a successful login A.	4.1 Met
		4.2 System Flow: B. The user selects his/her allergens from the system's available one. C. The user can select as many allergen as he/she wants D. After selecting appropriate allergens, the user can now proceed to home screen.	4.2 Unmet

Module	R#	Requirements	Met
		E. If the user has no allergen or the allergen is not present in the system's given allergen, he can proceed to home screen.	
		4.3 The user picks the appropriate allergen for him/her. 4.3.1 (If no allergen) The user can click next and proceed normally to home screen without any food restrictions/warnings.	4.3 Unmet
		4.4 The user then presses next button and proceeds to the home screen.	4.4 Met
Home Screen	5.1	5.1 The user is navigated to home screen after successfully selecting the allergen for him/her.	5.1 Met
		5.2 Event Flow: A. The user will be shown a list of dishes he/she might like. B. The user will be shown the list of categories he/she can select based on what category or meal type the user wants. C. The user can also navigate to the bottom navigation bar to proceed with the history screen or the profile screen.	5.2 Unmet
		5.3 The user will be shown a list of dishes based his/her likes	5.3 Unmet
		5.4 The user can navigate to a list of clickable categories and if the user presses it, he/she will navigate to the appropriate clicked category.	5.4 Unmet
		5.5 The user also can navigate to a selected page(can navigate to history or profile screen) from the bottom navigation bar.	5.5 Met
Dishes You Might Like	6.1	6.1 The system will get values from the recommended database and will show in this section.	6.1 Unmet
Categories	7.1	7.1 The user may be able to find different categories available and will be able to select what he/she likes.	7.1 Unmet
		7.2 Event Flow: A. The user may select from a variety of categories available in the system.	7.2 Unmet

Module	R#	Requirements	Met
		B. After selecting a category, the user then proceeds to the selected screen	
Bottom Navigation Bar	8.1	8.1 The user may be to scroll through different navigation where there are different screens	8.1 Met
Profile Screen	9.1	9.1 The user may be able to see the details of the logged in user	9.1 Met
Favorite Dishes(Profile Screen)	10.1	10.1 This section will get data from the dataset or database and get the users favorite dishes	10.1 Unmet
Logout	11.1	11.1 The user may be able to log out from their account and go back to the log in screen	11.1 Met
Profile Screen Navigations	12.1	12.1 The user will be provided with different navigators about the system such as settings, contact us etc..	12.1 Unmet
History	13.1	13.1 The system will provide a history for the user to see his last logs, the history will depend on the user logged in	13.1 Unmet
Favorite Button	14.1	14.1 The system will provide the user with the ability to save the selected food for his favorites.	14.1 Unmet
Search Button	15.1	15.1 The system will provide the user with the ability to search for the food.	15.1 Unmet
Recipe List Screen	16.1	16.1 The system will obtain the recipe from the dataset depending on the selected food. The obtained data will now appear on the recipe screen.	16.1 Unmet
Recipe Screen	17.1	17.1 The user sees the available menu items from the selected recipier inside the categories screen	17.1 Unmet
		17.2 The user is able to see the list of ingredients, cooking time, calorie, and can leave a rating on the recipe.	17.2 Unmet