

1 Legend

Type	Description
HW	Hardware Requirement
SW	Software Requirement
NTH	Nice to Have
D(#n)	Duplicate of entry #n
SWC	Software Constraint
P	Performance Requirement
DR	Derived Requirement

2 Requirements Trace Matrix

Entry #	Para #	Requirements	Type	Release	Use Case
1	1.3	Involving the design and implementation of an application suitable for deployment on Android and IOS smartphone operating systems.	SWC	1, 2	
2.	3.1	Users will gain access to their cards by selecting the 'My Wellbeing Kit' button located on their home screens.	SW	1, 2	UC2_User_Selects_Card
3	3.1	The option to quickly and seamlessly navigate to a user's Wellbeing cards will be achieved through ensuring that the menu navigation to this core component is provided as the first button on the menu screen with easy to recognize and read font.	SWC2	1, 2	
4	3.1.1	The user will also be offered the ability to flip their cards over rather than be limited to a simple swipe left or right viewing function.	SW	2	UC4_User_Flips_Card
5	3.1.1	Transitioning from a cards image to the text field on the back will utilize an animation for the flipping of each card.	SWC4	2	
6	3.1.1	The design for the animation will be set to meet the standards of a professionally animated application, being sure to indicate to the user a simplistic cue that each of the users interactions with the cards have been registered.	SWC4	2	
7	3.1.1	This dynamic, visual, feature will be presented to the user through the animation of the Wellbeing Card jumping up from the background of the screen	SWC4	2	

		towards the user and completing a single flip, exposing the back of the card.			
8	3.1.2	Upon flipping a card over the user will be presented with a space in which they have the opportunity to note down their ideas, emotions and thoughts in reference to that particular card.	SW	1, 2	UC8_User_Writes_CardNotes
9	3.1.3	The functionality to review and edit the users already inputted descriptions on the Wellbeing Cards will bring a greater sense of involvement in from the user and provide a way to personalise an individual's kit.	SW	2	UC9_User_Edits_CardNotes
10	3.1.3	The process by which an individual can edit their descriptions will be made available to the user through the 'My Wellbeing Kit' interface.	SWC9	2	
11	3.1.4	The My Wellbeing Kit application will also offer the user the ability to duplicate cards.	SW	2	UC11_User_Duplicates_Card
12	3.1.4	Each new duplication will be distinguishable to the user by a small coloured icon indicated to the user when within the Wellbeing Card interface.	SWC11	2	
13	3.1.5	Users shall be able to flag cards as favourites, adding them to an additional list of 'favourite cards'.	SW	1, 2	UC13_User_Favourties_Card
14	3.1.5	A toggleable button will be displayed when viewing cards which will allow for the flagging of the cards as a favourite and unflagging them when pressed again.	SWC13	1, 2	
15	3.1.5	Favourite cards will be presented first in the list of Wellbeing cards.	SWC15	1, 2	
16	3.1.5	The option to toggle this option off will mean that the list can stay as relevant and concise as possible.	SWC15	1, 2	
17	3.2	The user shall be able to add custom cards to their library.	SW	2	UC17_User_Creates_Card

18	3.2	These cards will be viewed and accessed alongside the regular selection of cards.	SWC17	2	
19	3.2.1	This process will involve the user creating a title for the card and selecting an image for its background.	SWC17	2	
20	3.2.1	This will be achieved by selecting an option from the main menu, taking the user to another page where the title and image fields will be found.	SWC17	2	
21	3.2.1	Selecting the title field will prompt the user to enter the text they wish to be the title.	SWC17	2	
22	3.2.1	Here the user can select from the pre-existing artwork that the default series of cards use or browse the photo gallery on their phone and select image files from there.	SWC17	2	
23	3.2.1	Files will not be available for use unless they are of a particular image file extension.	SWC17	2	
24	3.2.1	This includes, but is not limited to .png .jpeg .jpg .bmp etc.	SWC17	2	
25	3.2.1	Once a file has been successfully imported into the My Wellbeing Kit application the user will then be given a few simplistic editing tools with which they can crop, rotate and adjust the position of the picture.	SWC17	2	
26	3.2.1	Images that are uploaded that exceed 350x200px will be scaled down to the appropriate size and vice-versa for smaller images.	SWC17	2	
27	3.2.1	Upon the completion of editing the new card, the user can select save or cancel. If save is selected they will then see their newly created card alongside the selection of default cards.	SWC17	2	
28	3.2.1	Otherwise, in the case where cancel is selected, the new card will be discarded and the the user will see existing selection of cards again.	SWC17	2	

29	3.2.2	The user shall be able to edit cards that they have added to the application.	SW	2	UC29_User_Edits_Card
30	3.2.2	Toggling an edit option to on will make selecting a card take the user to an edit card screen, rather than flipping the card as would normally occur.	SWC29	2	
31	3.2.2	From this screen they can either select the image to change it to another or select the text for editing, with the option to delete the custom card also found here.	SWC29	2	
32	3.2.2	A save button can be selected to save any changes and return the user to the cards screen where they will see any changes that have been made.	SWC29		
33	3.3.1	The user shall be able to create a new journal entry (see, Appendix 4.1) from the journal screen, accessible through a clearly visible button.	SW	1, 2	UC33_User_Creates_JournalEntry
34	3.3	This function will be accessible through an option on the home screen menu.	SWC33	1, 2	
35	3.3	Once selected the user will be presented with the ability to 'create a new journal entry' or 'view [a list of] previous journal entries'.	SWC33	1, 2	
36	3.3.1	Upon selection of the button the user will be prompted to fill out a journal entry in the blank form provided.	SWC33	1, 2	
37	3.3.1	The form will accept the input of only standard text characters, issued to the form by the user through the on-screen keyboard.	SWC33	1, 2	
38	3.3.1	The user will then be able to save journal entries to the device.	SWC33	1, 2	
39	3.3.1	Entries will be stored locally on the user's device for quick retrieval by the application should the user request to see their entries at a later date.	SWC33	1, 2	

40	3.3.2	The user shall be able to make changes to already saved journal entries.	SW	2	UC40_User_Edits_JournalEntry
41	3.3.2	This feature will be accessible to the user while they are viewing an entry.	SWC40	2	
42	3.3.2	Through this option user will be able to edit the selected journal entry and make minor changes or delete the entry entirely.	SWC40	2	
43	3.3.3	Each journal entry when saved shall include the date of creation.	SW	1, 2	UC43_App_Records_CreationDate
44	3.3.3	Journal entries should automatically include the date they were initially created with no extra input required from the user.	SWC43	1, 2	
45	3.3.4	Upon creating a journal entry the user shall be able to select a 'keyword'(see, Appendix 4.1) from a predetermined 'dictionary of emotions'(see, 3.1.5).	SW	2	UC45_User_Selects_Keyword
46	3.3.4	The categorisation option will be available through a button located near the top of the new entry form.	SWC45	2	
47	3.3.4	This option will prompt the user to select a 'keyword' that best describes how they are feeling.	SWC45	2	
48	3.3.5	The user shall be able sort saved journal entries by 'keyword', organised by date with most recent first.	SW	2	UC48_User_Sorts_JournalEntries
49	3.3.5	An option shall be available on the journal screen to select one of the predetermined keywords for filtering the entry list.	SWC48	2	
50	3.3.6	Upon opening the journal for the first time, the user will be presented with an option which, if enabled, will require them to enter a password before accessing the journal feature of the application.	SW	2	UC50_User_Creates_Password
51	3.3.6	The user will be asked to enter a password, then re-enter the password to confirm the first entry.	SWC50	2	

52	3.3.6	From this point onwards, when accessing the journal the user will be prompted to enter their password.	SWC50	2	
53	3.3.6	Successfully entering the password will result in the user being taken to the journal feature of the application.	SWC50	2	
54	3.3.6	The password feature can be enabled or disabled at a later date through the settings menu.	SWC50	2	
55	3.3.6	If the user has chosen to disable the password lock, they will be prompted for their password to complete the action.	SWC50	2	
56	3.3.6	Conversely, if the user is enabling the password they will have to go through the process of entering and re-entering the password to confirm it.	SWC50	2	
57	3.4	This is achieved by putting within the user's hand a powerful library of words with which they can easily navigate through and find descriptors for categorizing their feelings.	SW	2	UC57_User_Selects_EmotionalBank
58	3.4	The hope is to develop and deliver this functionality through two mechanisms within the application (as 3.4.1 & 3.4.2).	SWC57	2	
59	3.4.1	Using this 'Tree of Words'(see, Appendix 4.1) a user will select from a series of very general feelings, such as 'happy', 'sad', 'angry', etc.	SWC57	2	
60	3.4.1	A word selected by the user will then suggest an assortment of synonyms that may be better suited to the user's emotional state.	SWC57	2	
61	3.4.2	The second system, the 'Descriptor prompt' (see, Appendix 4.1), will simply be an expansion upon the idea of predictive text prompting used in modern day messaging and texting software will be available when users enable the 'Descriptor prompt' feature.	SW	2	UC61_User_Enables_DescriptorPrompt

62	3.4.2	This feature can be set up within the applications settings.	SWC61	2	
63	3.4.2	Once enabled flagged words such as 'happy', 'sad', 'angry', etc. will instead prompt the user with a series of better descriptors giving them a greater vocabulary of words with which they can use to more accurately record thoughts and feelings.	SWC61	2	
64	3.5	The users shall be able to view a list of helpful resources related to health and wellbeing.	SW	1, 2	UC64_User_Views_HelpfulResources
65	3.5	This provides an expandable list of resources that will only be a button press away from the main menu for users who may not be sure what to search for to find such information online.	SWC64	1, 2	
66	3.5.1	The option to add extra resources, including, but not limited to, phone numbers, web URLs and email addresses, will be accessed from the helpful resources screen via a button.	SWC64	1, 2	
67	3.5.1	Selecting the option will create a new blank entry at the bottom of the list, and prompt the user to enter text.	SW	1, 2	UC67_User_Adds_HelpfulResource
68	3.5.1	The field will accept input from the on-screen keyboard.	SWC67	1, 2	
69	3.5.1	The new entry will automatically be saved after selecting the save button.	SWC67	1, 2	
70	3.5.1	The user will be able to see the new entry in the list after selecting the save button.	SWC67	1, 2	
71	3.5.1	Entries will be stored locally on the user's device for fast retrieval by the system when users access their helpful resources.	SWC67	1, 2	

72	3.5.2	The user shall be able to edit entries in the list to keep them up to date, or remove old entries if they have become redundant or unnecessary.	SW	1, 2	UC72_User_Edits_HelpfulResource
73	3.5.2	This will be done by toggling the edit button. When toggled on, the screen will enter an edit mode which will let users reorder, edit or delete entries.	SWC72	1, 2	
74	3.5.2	Tapping on existing entries will allow the text in them to be edited and saved.	SWC72	1, 2	
75	3.6	The design of the application shall enable the user to effectively manage their own Wellbeing Cards, this demands that the system provide an intuitive graphical interfacing for the user.	SW	1, 2	UC75_User_InteractsWith_GUI
76	3.6	This will be achieved through making clickable elements obvious to the user.	SWC75	1, 2	
77	3.6	By ensuring that each button, link or interaction is visually designed to telegraph to the user what of the application is clickable or not, allows for quick user integration into the application, with no need for prior experience.	SWC75	1, 2	
78	3.6	Through the use of readable and editable fonts, implementation of large, obvious buttons that have a 3-D like appearance with contrasting colour that differentiate them from the background and the utilisation of traditional user-friendly cues such as blue underlined hyperlinks.	SWC75	1, 2	
79	3.7.1	Additional components such as a feature that allows for adding music to cards would give users greater options within the application; helping them to expand on and personalise their experience to be one that perfectly suits their preferences.	NTH	3	

80	3.7.2	By also adding different kinds of custom functionalities, such as different animations, visual effects and and audio cues the application can be personalised to the users preferences.	NTH	3	
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