CALAMITY: A Disaster Preparedness Application			
Requirements Traceability Matrix			
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History Revision:

Revision Date	Person Responsible	Version Number	Modification
11/18/19	Gene Tan	1.0	Created Initial Document; Added use cases; added scenarios; added initial UC1.0 UAT, initial UC2.0 UAT, and initial UC2.3 UAT
11/18/19	Filbert Wee	2.0	Changed Priority Status of several scenarios; Added to expected results
11/20/19	Nephia Dalisay	3.0	Added UC2.1 UAT
11/20/19	Filbert Wee	4.0	Added UC2.2 UAT

Use Case No.	Description
UC 1.0	View Diary: This use-case is the secondary function of the application. The player will be able to view the diary anytime, however pages may or may not be locked. Diary pages work like "achievements" and are only unlocked after sections of the game are completed. The unlocked pages will contain more detailed information on the disaster, the endings obtained, or the decisions made.
UC 2.0	Make Decisions: When a player plays the game, he/she will be faced with multiple scenarios that will require him/her to make decisions in order to advance. This Use-Case is for that feature. When a player makes a decision, the story branches. Depending on the decisions made by the player, endings may be obtained and diary pages may be unlocked (Use-Case 1.0).
UC2.1	Play Earthquake Scenario: This use-case allows the player to play the earthquake scenario. The player partakes the role of a college student that lives in the 5th floor of a condominium. A magnitude 6 earthquake breaks out, and the player is expected to make decisions that will either bring her to safety or to harm. The environment of the game will be inside the character's mobile phone. Certain decisions in the earthquake scenario will unlock corresponding diary pages.
UC2.2	Play Fire Scenario: This use-case allows the player to play the fire scenario. More specifically, it allows the player to make decisions to save his/ her friend who finds himself in a burning building. The story starts off with the player chatting with his friend through a messaging app. In the middle of their conversation, the player's friend starts smelling smoke. Certain decisions in the fire scenario will unlock corresponding diary pages.
UC2.3	Play Storm Surge and Flood Scenario: This use-case allows the player to play the flood and storm surge scenario. More specifically, it allows the player to make decisions to help his/ her friend survive the storm surge and flood. The story starts off with the player chatting with his friends through a messaging app. Somewhere in the middle of the conversation, a storm surge will occur in the area where one of his friends is staying. Certain endings in the flood and storm surge scenario will unlock corresponding diary pages.

Use Case No.	Scenario No.	RTM ID	Scenario Description	Priority Status		
UC1.0	S1	UC1.0-S1	Player opens diary	Must Have		
UC1.0	S2	UC1.0-S2	Player opens unlocked diary pages in diary	Must Have		
UC1.0	S3	UC1.0-S3	Invalid: Player tries to open locked diary pages in diary	Must Have		
UC1.0	S4	UC1.0-S4	No Database Connection	Could Have		
UC2.0	S1	UC2.0-S1	Player makes a decision that triggers a diary page to unlock	Must Have		
UC2.0	S2	UC2.0-S2	Player makes a decision that doesn't trigger a diary page to unlock	Must Have		
UC2.0	S3	UC2.0-S3	Player doesn't make a decision (app must maintain or save current state of the game/ story)	Should Have		
UC2.0	S4	UC2.0-S4	No Database Connection	Could Have		
UC2.1	S1	UC2.1-S1	Good Ending 1: Character is safe and got the number of *cute person*	Should Have		
UC2.1	S2	UC2.1-S2	Good Ending 2: Character is safe but doesn't have number of *cute person''	Should Have		
UC2.1	S3	UC2.1-S3	Good Ending 3: Character is safe but *cute person* gets annoyed at them	Should Have		
UC2.1	S4	UC2.1-S4	Bad Ending 1: Ceiling fan falls on character, character dies	Should Have		
UC2.1	S5	UC2.1-S5	Bad Ending 2: Glass shatters on character, piercing every inch of her whole body	Should Have		
UC2.1	S6	UC2.1-S6	Bad Ending 3: A tree falls on character, character dies	Should Have		
UC2.1	S7	UC2.1-S7	Bad Ending 4: Character steps on glass shards, character's feet bleed	Should Have		
UC2.1	S8	UC2.1-S8	Bad Ending 5: An even bigger aftershock occurs and the ceiling collapses on the character, character dies	Should Have		
UC2.1	S9	UC2.1-S9	Bad Ending 6: Elevator malfunctions, character is trapped	Should Have		
UC2.1	S10	UC2.1-S10	Bad Ending 7: Another aftershock happens, a cupboard falls on character, character dies	Should Have		
UC2.1	S11	UC2.1-S11	Bad Ending 8: Roommate re-opens gas line, explosion happens	Should Have		
UC2.1	S12	UC2.1-S12	Player doesn't finish scenario	Should Have		
UC2.1	S13	UC2.1-S13	No Database Connection	Could Have		
UC2.2	S1	UC2.2-S1	Good Ending 1: Character escapes burning building	Should Have		
UC2.2	S2	UC2.2-S2	Good Ending 2: Character gets saved by firefighter	Should Have		
UC2.2	S3	UC2.2-S3	Bad Ending 1: Character dies by getting badly injured	Should Have		
UC2.2	S4	UC2.2-S4	Bad Ending 2: Character dies in his living room by inhaling too much smoke	Should Have		
UC2.2	S5	UC2.2-S5	Bad Ending 3: Character dies in his bedroom by inhaling too much smoke.	Should Have		
UC2.2	S6	UC2.2-S6	Bad Ending 4: Character dies in the hallway by inhaling too much smoke.	Should Have		
UC2.2	S7	UC2.2-S7	Bad Ending 5: Character dies in his neighbor's apartment by inhaling too much smoke.	Should Have		
UC2.2	S8	UC2.2-S8	Bad Ending 6: Character gets stuck in an elevator	Should Have		
UC2.2	S9	UC2.2-S9	Player doesn't finish scenario	Should Have		
UC2.2	S10	UC2.2-S10	No Database Connection	Could Have		
UC2.3	S1	UC2.3-S1	Good Ending 1: Character evacuates and survives	Must Have		
UC2.3	S2	UC2.3-S2	Bad Ending 2: character gets electrocuted by using the dehumidifier	Must Have		
UC2.3	S3	UC2.3-S3	Bad Ending 3: basement floor & walls crack & collapse	Must Have		
UC2.3	S4	UC2.3-S4	Alternative way of getting Bad Ending 3: basement floor & walls crack & collapse	Would Have		
UC2.3	S5	UC2.3-S5	Bad ending 7: character gets poisoned	Must Have		
UC2.3	S6	UC2.3-S6	Good Ending 2: character survives despite not evacuating	Must Have		
UC2.3	S7	UC2.3-S7	Bad Ending 1: character gets stuck/falls down a ditch	Must Have		
UC2.3	S8	UC2.3-S8	Bad Ending 4: character gets washed away by the flood	Must Have		
UC2.3	S9	UC2.3-S9	Bad Ending 5: character gets stuck in the basement and drowns	Must Have		
UC2.3	S10	UC2.3-S10	Bad Ending 6: character gets electrocuted by using the radio	Must Have		
UC2.3	S11	UC2.3-S11	Alternative way of getting Bad Ending 2: character gets electrocuted by using the dehumidifier	Would Have		
UC2.3	S12	UC2.3-S12	Alternative way of getting Bad Ending 3: basement floor & walls crack & collapse	Would Have		
UC2.3	S13	UC2.3-S13	Alternative way of getting Bad Ending 3: basement floor & walls crack & collapse	Would Have		
UC2.3	S14	UC2.3-S14	Alternative way of getting Bad ending 7: character gets poisoned	Would Have		
UC2.3	S15	UC2.3-S15	Player doesn't finish scenario	Should Have		
UC2.3	S16	UC2.3-S16	No Database Connection	Could Have		

Use Case No.	Scenario No.	RTM ID	Scenario Description	Diary Page ID/IDs	Diary Page unlocked in system	Expected Results
UC1.0	S1	UC1.0-S1	Player opens diary app within the game	[1, 2, 3, 4, 5]	N/A	List of available diary pages will be displayed
UC1.0	S2	UC1.0-S2	Player opens unlocked diary pages in diary	1	Yes	Content of specific diary page will be displayed
UC1.0	S3	UC1.0-S3	Invalid: Player tries to open locked diary pages in diary	2	No	Error Message: Diary Page still locked

Use Case No.	Scenario No.	RTM ID	Scenario Description	Diary Page ID/IDs	Diary Page unlocked in system	Expected Results
UC1.0	S1	UC1.0-S1	Player opens diary app within the game	[1, 2, 3, 4, 5]	N/A	List of available diary pages will be displayed
UC1.0	S2	UC1.0-S2	Player opens unlocked diary pages in diary	1	Yes	Content of specific diary page will be displayed
UC1.0	S3	UC1.0-S3	Invalid: Player tries to open locked diary pages in diary	2	No	Error Message: Diary Page still locked

Use Case No.	Scenario No.	RTM ID	Scenario Description	Choice ID	Expected Results	
UC2.0	S1	UC2.0-S1	Player makes a decision that triggers a diary page to unlock	1	Fetch and display succeeding dialogues and unlock diary page; save the choice made by the player	
UC2.0	S2	UC2.0-S2	Player makes a decision that doesn't trigger a diary page to unlock	2	Fetch and display succeeding dialogues; save the choice made by the player	
UC2.0	S3	UC2.0-S3	Player doesn't make a decision (app must maintain or save current state of the game/ story)	N/A	Save the current dialogues	

Use Case No.	Scenario No.	RTM ID	Scenario Description	Ending ID	Expected Results
UC2.1	S1	UC2.1-S1	Good Ending 1: Character is safe and got the number of *cute person*	10	Fetch and display ending dialogues
UC2.1	S2	UC2.1-S2	Good Ending 2: Character is safe but doesn't have number of *cute person"	11	Fetch and display ending dialogues
UC2.1	S3	UC2.1-S3	Good Ending 3: Character is safe but *cute person* gets annoyed at them	12	Fetch and display ending dialogues
UC2.1	S4	UC2.1-S4	Bad Ending 1: Ceiling fan falls on character, character dies	13	Fetch and display ending dialogues
UC2.1	S5	UC2.1-S5	Bad Ending 2: Glass shatters on character, piercing every inch of her whole body	14	Fetch and display ending dialogues
UC2.1	S6	UC2.1-S6	Bad Ending 3: A tree falls on character, character dies	15	Fetch and display ending dialogues
UC2.1	S7	UC2.1-S7	Bad Ending 4: Character steps on glass shards, character's feet bleed	16	Fetch and display ending dialogues
UC2.1	S8	UC2.1-S8	Bad Ending 5: An even bigger aftershock occurs and the ceiling collapses on the character, character dies	17	Fetch and display ending dialogues
UC2.1	S9	UC2.1-S9	Bad Ending 6: Elevator malfunctions, character is trapped	18	Fetch and display ending dialogues
UC2.1	S10	UC2.1-S10	Bad Ending 7: Another aftershock happens, a cupboard falls on character, character dies	19	Fetch and display ending dialogues
UC2.1	S11	UC2.1-S11	Bad Ending 8: Roommate re-opens gas line, explosion happens	20	Fetch and display ending dialogues
UC2.1	S12	UC2.1-S12	Player doesn't finish scenario	N/A	The scenario the player is on gets saved; app waits for player to finish scenario

Use Case No.	Scenario No.	RTM ID	Scenario Description	Ending ID	Expected Results
UC2.2	S1	UC2.2-S1	Good Ending 1: Character escapes burning building	25	Fetch and display ending dialogues
UC2.2	S2	UC2.2-S2	Good Ending 2: Character gets saved by firefighter	26	Fetch and display ending dialogues
UC2.2	S3	UC2.2-S3	Bad Ending 1: Character dies by getting badly injured	27	Fetch and display ending dialogues
UC2.2	S4	UC2.2-S4	Bad Ending 2: Character dies in his living room by inhaling too much smoke	28	Fetch and display ending dialogues
UC2.2	S5	UC2.2-S5	Bad Ending 3: Character dies in his bedroom by inhaling too much smoke.	29	Fetch and display ending dialogues
UC2.2	S6	UC2.2-S6	Bad Ending 4: Character dies in the hallway by inhaling too much smoke.	30	Fetch and display ending dialogues
UC2.2	S7	UC2.2-S7	Bad Ending 5: Character dies in his neighbor's apartment by inhaling too much smoke.	31	Fetch and display ending dialogues
UC2.2	S8	UC2.2-S8	Bad Ending 6: Character gets stuck in an elevator	32	Fetch and display ending dialogues
UC2.2	S9	UC2.2-S9	Player doesn't finish scenario	N/A	The scenario the player is on gets saved; app waits for player to finish scenario

Use Case No.	Scenario No.	RTM ID	Scenario Description	Ending ID	Expected Results
UC2.3	S1	UC2.3-S1	Good Ending 1: Character evacuates and survives	8	Fetch and display ending dialogues
UC2.3	S2	UC2.3-S2	Bad Ending 2: character gets electrocuted by using the dehumidifier	2	Fetch and display ending dialogues
UC2.3	S3	UC2.3-S3	Bad Ending 3: basement floor & walls crack & collapse	3	Fetch and display ending dialogues
UC2.3	S5	UC2.3-S5	Bad ending 7: character gets poisoned	7	Fetch and display ending dialogues
UC2.3	S6	UC2.3-S6	Good Ending 2: character survives despite not evacuating	9	Fetch and display ending dialogues
UC2.3	S7	UC2.3-S7	Bad Ending 1: character gets stuck/falls down a ditch	1	Fetch and display ending dialogues
UC2.3	S8	UC2.3-S8	Bad Ending 4: character gets washed away by the flood	4	Fetch and display ending dialogues
UC2.3	S9	UC2.3-S9	Bad Ending 5: character gets stuck in the basement and drowns	5	Fetch and display ending dialogues
UC2.3	S10	UC2.3-S10	Bad Ending 6: character gets electrocuted by using the radio	6	Fetch and display ending dialogues
UC2.3	S15	UC2.3-S15	Player doesn't finish scenario	N/A	The scenario the player is on gets saved; app waits for player to finish scenario