

Version Control

MaroonPrint
Requirements Traceability Matrix

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History Revision:

Revision Date	Person Responsible	Version Number	Modification
11/18/2018	Kristine-Clair Lee	1.0	UC2.0, and UC2.1
11/18/2018	Wu, Jeremy Jin Qian	1.1	Added details for UC3.3 and UC3.4
11/19/2018	Magno, Hannah Mae	1.2	Added details for UC3.0, UC3.1, and UC3.2

Use Case

Use Case

No.	Description
UC1.0	The admin's role is to provide the raw blueprints.
UC2.0	The user and the developer gets to view blueprints that are inside the system already.
UC2.1	The user and the developer can search for specific building blueprints or search for specific areas of the building.
UC3.0	The developer will maintain blueprints by adding, deleting, and editing contents to them.
UC3.1	The developer can delete blueprints.
UC3.2	The developer can add blueprints.
UC3.3	The developer can edit the blueprint in the database.
UC4.0	The developer can generate the digital version of the raw blueprint to add to the database.

Scenarios

Use Case No.	Scenario No.	RTM ID	Scenario Description	Priority Status
UC1.0	S1	UC1-S1	Admin has the correct blueprint. Developer receives the correct blueprint.	must have
UC1.0	S2	UC1-S2	Admin doesn't have the blueprint. Developer receives nothing.	must have
UC1.0	S3	UC1-S3	Admin has the wrong blueprint. Developer receives the wrong blueprint.	should have
UC2.0	S1	UC2-S1	Blueprint exists. Blueprint can be viewed.	must have
UC2.0	S2	UC2-S2	Blueprint does not exist.	must have
UC2.0	S3	UC2-S3	Blueprint exists. Blueprint cannot be viewed.	should have
UC2.1	S1	UC2.1-S1	Searched blueprint exists. Can be viewed.	should have
UC2.1	S2	UC2.1-S2	Searched blueprint exists. Cannot be viewed	should have
UC2.1	S3	UC2.1-S3	Search blueprint does not exist.	should have
UC2.1	S4	UC2.1-S4	Blueprint for searched area exists. Can be viewed.	should have
UC2.1	S5	UC2.1-S5	Blueprint for searched area exists. Cannot be viewed.	should have
UC3.0	S1	UC3-S1	Developer has sufficient resources to maintain the blueprints.	must have
UC3.0	S2	UC3-S2	Developer has insufficient resources to maintain the blueprints.	must have
UC3.0	S3	UC3-S3	No need to maintain the blueprints.	should have
UC3.0	S4	UC3-S4	No blueprint to maintain.	must have
UC3.1	S1	UC3.1-S1	There is a need to delete the blueprint.	must have
UC3.1	S2	UC3.1-S2	No need to delete the blueprint.	should have
UC3.1	S3	UC3.1-S3	Nothing to delete, empty system.	must have
UC3.2	S1	UC3.2-S1	Add blueprint/content.	must have
UC3.2	S2	UC3.2-S2	Irrelevant data in blueprint	should have
UC3.2	S3	UC3.2-S3	Insufficient data to add to in blueprint	must have
UC3.2	S4	UC3.2-S4	Blueprint to add already exists	must have
UC3.3	S1	UC3.3-S1	New information for the blueprint. Edit information.	must have
UC3.3	S2	UC3.3-S2	Edit wrong/old information of the blueprint.	must have
UC3.3	S3	UC3.3-S3	No information to be edited.	must have
UC4.0	S1	UC4-S1	Admin gives correct raw blueprint. Developer generates correct blueprint	must have
UC4.0	S2	UC4-S2	Admin gives incorrect raw blueprint. Developer generates incorrect blueprint	should have
UC4.0	S3	UC4-S3	Admin gives correct raw blueprint. Developer generates incorrect blueprint	should have

UC1.0 UAT

Use Case No.	Scenario No.	RTM ID	Scenario Description	Admin has Blueprint	Developer receives Blueprint	Expected Results
UC1.0	S1	UC1-S1	Admin has the correct blueprint. Developer receives the correct blueprint.	yes	yes	Confirmation from developer
UC1.0	S2	UC1-S2	Admin doesn't have the blueprint. Developer receives nothing.	no	no	Error from developer
UC1.0	S3	UC1-S3	Admin has the wrong blueprint. Developer receives the wrong blueprint.	yes	yes	Confirmation from developer

UC2.0 UAT

Use Case No.	Scenario No.	RTM ID	Scenario Description	Blueprint exists	Blueprint is viewable	Expected Results
UC2.0	S1	UC2-S1	Blueprint exists. Blueprint can be viewed.	yes	yes	Blueprint will be displayed
UC2.0	S2	UC2-S2	Blueprint does not exist.	no	no	Error Message: Blueprint does not exist
UC2.0	S3	UC2-S3	Blueprint exists. Blueprint cannot be viewed.	yes	no	Error Message: Blueprint is not viewable. Sorry for the inconvenience as we are still working on it.

Use Case No.	Scenario No.	RTM ID	Scenario Description	Searched Blueprint (Valid)	Blueprint exists	Blueprint is viewable	Expected Results
UC2.1	S1	UC2.1-S1	Searched blueprint exists. Can be viewed.	dcs	yes	yes	Blueprint will be displayed
UC2.1	S2	UC2.1-S2	Searched blueprint exists. Cannot be viewed	dcs	yes	no	Error Message: Blueprint is not viewable. Sorry for the inconvenience as we are still working on it.
UC2.1	S3	UC2.1-S3	Search blueprint does not exist.	dcs	no	no	Error Message: Blueprint does not exist.
UC2.1	S4	UC2.1-S4	Blueprint for searched area exists. Can be viewed.	dcs lobby	yes	yes	Blueprint will be displayed
UC2.1	S5	UC2.1-S5	Blueprint for searched area exists. Cannot be viewed.	dcs lobby	yes	no	Error Message: Blueprint is not viewable. Sorry for the inconvenience as we are still working on it.

Use Case No.	Scenario No.	RTM ID	Scenario Description	Blueprint Exists	Sufficient Information	Expected Results
UC3.0	S1	UC3-S1	Developer has sufficient resources to maintain the blueprints.	yes	yes	Blueprints are maintained with the sufficient resources provided.
UC3.0	S2	UC3-S2	Developer has insufficient resources to maintain the blueprints.	yes	no	Error Message: Insufficient resources to maintain
UC3.0	S3	UC3-S3	No need to maintain the blueprints.	yes	no	Error Message: Blueprint need not to be maintained
UC3.0	S4	UC3-S4	No blueprint to maintain.	no	no	Error Message: Blueprint does not exist

Use Case No.	Scenario No.	RTM ID	Scenario Description	Blueprint Exists	Unnecessary blueprint exists	Expected results
UC3.1	S1	UC3.1-S1	There is a need to delete the blueprint.	yes	yes	Blueprint is deleted
UC3.1	S2	UC3.1-S2	No need to delete the blueprint.	yes	no	Error Message: Blueprint need not to be deleted
UC3.1	S3	UC3.1-S3	Nothing to delete, empty system.	no	no	Error Message: Blueprint does not exist

Use Case No.	Scenario No.	RTM ID	Scenario Description	Blueprint Exists	New information exists	Expected results
UC3.2	S1	UC3.2-S1	Add blueprint/content.	yes	yes	
UC3.2	S2	UC3.2-S2	Irrelevant data in blueprint	yes	yes	Error Message: Content will not be added
UC3.2	S3	UC3.2-S3	Insufficient data to add to in blueprint	yes	yes	Error Message: Content will not be added
UC3.2	S4	UC3.2-S4	Blueprint to add already exists	yes	no	Error Message: Added information already exists

Use Case No.	Scenario No.	RTM ID	Scenario Description	Blueprint Exists	Information New	Expected Results
UC3.3	S1	UC3.3-S1	New information for the blueprint. Edit information.	yes	yes	Blueprint will have the newly updated information
UC3.3	S2	UC3.3-S2	Edit wrong/old information of the blueprint.	yes	yes	Blueprint will have old/wrong information
UC3.3	S3	UC3.3-S3	No information to be edited.	yes	no	Error Message: No new information to add for the blueprint.

Use Case No.	Scenario No.	RTM ID	Scenario Description	RawBlueprint Exists	Expected Results
UC4.0	S1	UC4-S1	Admin gives correct raw blueprint. Developer generates correct blueprint	yes	Generated Blueprint is correct
UC4.0	S2	UC4-S2	Admin gives incorrect raw blueprint. Developer generates incorrect blueprint	yes	Generated Blueprint is incorrect
UC4.0	S3	UC4-S3	Admin gives correct raw blueprint. Developer generates incorrect blueprint	yes	Generated Blueprint is incorrect