In the lecture, we discuss what is traceability and applied it into our project, here is recording.

(Artifact: any tangible work product created in a software development process, i.e.,

“a traceable unit of data”.)

Business goal: Safe and secure exchanges for all parties

B1. Verify home owners and students to keep them both safe and mitigate potential frauds.

**B2. Secure payment transactions between home owners and students to avoid fraud.**

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| **Downstream artefacts** | **Changes** |
| System req.: The system shall be able to handle payment transactions between student and home owners using a third party service. |  |
| Software req.: The software should be able to confirm whether a payment has been made and send out confirmations. |  |
| Analysis: |  |
| Design: |  |
| Coding: |  |
| Testing: |  |
| Operations: |  |