

# REQUIREMENTS TRACEABILITY MATRIX

Project Name:

Project Manager Name:

Project Description:

*ID*

BR-015

BR-016

BR-017

BR-018

BR-019

BR-020



[illegible]



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Project Name:	<optional>	
Project Manager Name:	<required>	
Project Description:	<required>	

[illegible]

# REQUIREMENTS TRACEABILITY MATRIX

Project Name:	Team 10's Quizically
Project Manager Name:	Khadija Warraich
Project Description:	Quizically is trivia-style game application designed to st
<i>ID</i>	<i>Technical Assumption(s) and/or Customer Need(s)</i>
FR-004	Application must be cross-platform
UR-001	Users want ability to review past activity
UR-002	Easy integration with social platforms
FPR-001	Up to 100 participants expected in local trivia
FPR-002	High reliability needed during trivia events
FSR-001	Long-term maintainability for small bar events
FS-001	Security and identity validation is required
FIR-001	Hosts need control over gameplay
FIR-002	Players need simple game participation

support BarBar's trivia nights.

<b>Functional Requirement</b>	<b>Status</b>	<b>Technical Specification</b>	<b>System Component(s)</b>
The application shall run on iOS and Android	In Progress	Cross-platform mobile framework (React Native)	Mobile Client
The systems shall allow players to save and view game history	In Progress	Database query functions	Database, Server
The social media connection shall is straightforward and easy to navigate	In Progress	OAuth 2.0, integration with Meta, Email login	Authentication Service
The application shall host up to 100 simultaneous players	In Progress	Connection pooling, session management	Server
The application uptime shall be 99% during trivia games	In Progress	Redundant hosting	Server, Cloud Hosting
The system shall eable ongoing maintenance with clear architecture	In Progress	Documented DB schema & modular backend	Server, Database
The system shall enforce authentication via social login	In Progress	Secure login (OAuth2, SSL/TLS)	Authentication Service
The host dashboard shall support start, pause, end, view leaderboard	In Progress	Host UI + game state management	UI (Host), Backend
The player dashboard shall support login, join game/team, view score	In Progress	Player UI + server sync	UI (Player), Server

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Project Name:	<optional>		
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Software Module			
Game Module			
Participation Module			
Game Module			
Participation Module			
Performance Module			
Performance Module			
Security Module			
Game Module			
Participation Module			



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HR 002
HR 003
HR 004
SW 001
PR 001
PR 002
SR 001
SR 002
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