Traceability Matrix

Use Cases \ Classes	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16	C17	C18	C19	C20	C21	C22	C23	C24	C25	C26	C27	C28	C29	C30	C31	C32	C33	C34	C35	C36	C37	C38	C39	C40	C41	C42	C43	C44	C45	C46	C47	C48	C49	C50
R1																											X					X		X	X			X	X	X		X	X	X	X	X	X	X		
R2																											X		X			X									X	X	X	X	X	X	X	X		
R3	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X					X	X		X	X	X				X		X	X	X		X	X	X	X	X	X		X	X
R4																											X			X	X	X				X		X	X	X		X	X	X	X	X	X			
R5	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X			X		X						X	X	X		X	X	X	X	X	X		X	X
R6																			X	X							X					X						X	X			X	X	X	X	X	X			
R7																										X	X					X						X	X			X	X	X	X	X	X			
R8																											X					X						X	X			X	X	X	X	X	X			
R9																											X					X						X	X			X	X	X	X	X	X			

Use Case	Description
R1	Register
R2	Sign in
R3	Create Match
R4	Invite to Match
R5	Play Match
R6	Save Match State
R7	Record Match Results
R8	View User Profile
R9	Unregister

Class Name	Identifier
Cat	C1
Dog	C2
Elephant	C3
Leopard	C4
Lion	C5
Piece	C6
Rat	C7
Tiger	C8
Wolf	C9
JumperPiece	C10
GenericPiece	C11
Den	C12
Jump	C13
Open	C14
River	C15
Tile	C16
Trap	C17
Board	C18
Game	C19
GameState	C20
Location	C21
Player	C22
CurrentGamesPage	C23
GameButton	C24
WinnerPage	C25
GamePage	C26
GUI	C27
IncomingIvitationsPage	C28
LoginPage	C29
MainMenuPage	C30
OutGoingInvitationsPage	C31
Page	C32
ProfilePage	C33
Register	C34
RegisterPage	C35
SimpleTable	C36
StartPage	C37
Client	C38
ClientReceive	C39
ClientSend	C40
Login	C41
Receive	C42
Send	C43
SqlQueries	C44
SqlUtils	C45
TCPServer	C46
TcpServerSocket	C47
User	C48
TileFactory	C49
PieceFactory	C50