Matriz de trazabilidad Battleship – Tarea Integradora I.

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| ReqFunc001 Permitir al jugador  humano ubicar sus barcos | Board | placeBoat() |
| Controller | tryPlaceCurrentHumanBoat() |
| Controller | tryPlaceCustomHumanBoat() |
| Executable | setupHumanCustomBoat |
| Executable | setupHumanStandardBoats(): |
| RequFunc002 Permitir a la maquina ubicar sus barcos | Board | placeBoat() |
| Controller | setupMachineStandardBoats(): |
| Controller | setupMachineCustomBoats(): |
| Controller | placeRandomStandardBoat(): |
| Controller | placeRandomCustomBoat(): |
| ReqFunc003  Se debe realizar turno a turno. | Controller | humanAttack(): |
| Controller | machineAttack(): |
| Executable | playGame(): |
| Executable | machineTurn(): |
| ReqFunc004  Determinar el ganador del juego | Board | allBoatsSunk(): |
| Controller | isGameOver(): |
| Controller | getWinnerName(): |
| ReqFunc005 Recuento de las veces que ha ganado un jugador. | Player | getGamesWon(): |
| Player | incrementGamesWon(): |
| Controller | recordGameResult(): |
| Controller | showStatistics(): |
| ReqFunc006  Permitir los dos modos de juego. | Controller | prepareStandardBoats(): |
| Controller | prepareCustomBoats(): |
| Executable | setupStandardGame(): |
|  | Executable | setupCustomGame(): |