

Requirement Traceability Matrix								
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Purpose: To manage requirements throughout the software development lifecycle. The Traceability Matrix ensures that requirements are captured in the design, implemented in the code, and verified by testing.

Traceability Matrix								
Requirement Number	Design Component / Module	Requirement Description	Status	No. of test conducted	Test Status	Passed/Failed Test Case	Testing type	Notes
1	Main Menu	Display Main Menu	Implemented & Verified	1	Pass	0.1	Unit	Cleared by all
2	Town Menu	View character	Implemented & Verified	2	Pass	1.1, 1.2	Unit	Cleared by all
3	Main Menu	Start new game	Implemented & Verified	2	Pass	2.1, 2.2	Unit	Cleared by all
4	Main Menu	Exit game	Implemented & Verified	2	Pass	3.1, 3.2	Unit	Cleared by all
5	Town Menu	Display town menu	Implemented & Verified	2	Pass	4.1, 4.2	System	Cleared by all
6	Town Menu	View map from town menu	Implemented & Verified	2	Pass	5.1, 5.2	System	Cleared by all
7	Town Menu	Rest character	Implemented & Verified	2	Pass	6.1, 6.2	Unit	Cleared by all
8	Town Menu	Exit from town menu	Implemented & Verified	2	Pass	7.1, 7.2	System	Cleared by all
9	Town Menu	Save game	Implemented & Verified	2	Pass	9.1, 9.2	Unit	Cleared by all
10	Main Menu	Resume game	Implemented & Verified	2	Pass	10.1, 10.2	Unit	Cleared by all
11	Town Menu	Move left in the map	Implemented & Verified	16	Pass	8.1.1-8.1.4, 8.5.1-8.6.6	Unit/System	Cleared by all
12	Town Menu	Move right in the map	Implemented & Verified	16	Pass	8.2.1-8.2.4, 8.5.1-8.6.6	Unit/System	Cleared by all
13	Town Menu	Move up in the map	Implemented & Verified	16	Pass	8.3.1-8.3.4, 8.5.1-8.6.6	Unit/System	Cleared by all
14	Town Menu	Move down in the map	Implemented & Verified	16	Pass	8.4.1-8.4.4, 8.5.1-8.6.6	Unit/System	Cleared by all
15	Combat Menu	Display combat menu	Implemented & Verified	5	Pass	11.1 - 11.5	System	Cleared by all
16	Combat Menu	Attack opponent	Implemented & Verified	2	Pass	12.1, 12.2	Unit/System	Cleared by all
17	Outdoor Menu	Display outdoor menu	Implemented & Verified	2	Pass	13.1, 13.2	System	Cleared by all
18	Outdoor Menu	View character from outdoor menu	Implemented & Verified	2	Pass	14.1, 14.2	System	Cleared by all
19	Outdoor Menu	View map from outdoor menu	Implemented & Verified	2	Pass	15.1, 15.2	System	Cleared by all
20	Outdoor Menu	Move character from outdoor menu	Implemented & Verified	2	Pass	16.1, 16.2	System	Cleared by all
21	Outdoor Menu	Exit from outdoor menu	Implemented & Verified	2	Pass	17.1, 17.2	System	Cleared by all
22	Combat Menu	Run from opponent	Implemented & Verified	2	Pass	18.1, 18.2	System	Cleared by all