

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	Requirement Description	Status	No. of test conducted	Test Status	Test Case	Design Component / Module	Comments
1	View character	Verified	3	Pass	1.1, 1.2	User able to view character with statistics	Cleared
2	Start new game	Verified	3	Pass	2.1, 2.2	User able to start a new game	Cleared
3	Exit game	Verified	4	Pass	3.1, 3.2	User able to exit the game	Cleared
4	Display town menu	Verified	4	Pass	4.1, 4.2	User able to display the town menu	Cleared
5	View map from town menu	Verified	2	Pass	5.1, 5.2	User able to view map from town menu	Cleared
6	Rest character	Verified	4	Pass	6.1, 6.2	User able to rest the character and restore	Cleared
7	Exit from town menu	Verified	4	Pass	7.1, 7.2	User able to exit from the town menu	Cleared
8	Save game	Verified	3	Pass	9.1, 9.2	User able to save the game	Cleared
9	Resume game	Verified	3	Pass	10.1, 10.2	User able to resume from where he left off	Cleared
10	Move left in the map	Verified	15	Pass	8.1.2-8.1.4, 8.5.1-8.6.6	Program able to display the map	Cleared
11	Move right in the map	Verified	15	Pass	8.2.2-8.2.4, 8.5.1-8.6.6	Program able to display the map	Cleared
12	Move up in the map	Verified	15	Pass	8.3.2-8.3.4, 8.5.1-8.6.6	Program able to display the map	Cleared
13	Move down in the map	Verified	15	Pass	8.4.2-8.4.4, 8.5.1-8.6.6	Program able to display the map	Cleared
14	Attack opponent	Proposed					
15	Run from opponent	Proposed					
16	Display combat menu	Verified	5	Pass	11.1 - 11.5	User able to display combat menu with valid and invalid data	
17	Display outdoor menu	Proposed					
18	View character from outdoor menu	Proposed					
19	View map from outdoor menu	Proposed					
20	Move character from outdoor menu	Proposed					