

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	Testing type	Design Component / Module	Notes
1	View character	Verified	3	Pass	1.1, 1.2	Unit	Town Menu	Cleared by all
2	Start new game	Verified	3	Pass	2.1, 2.2	Unit	Game Menu	Cleared by all
3	Exit game	Verified	4	Pass	3.1, 3.2	Unit	Game Menu	Cleared by all
4	Display town menu	Verified	4	Pass	4.1, 4.2	System	Town Menu	Cleared by all
5	View map from town menu	Verified	2	Pass	5.1, 5.2	System	Town Menu	Cleared by all
6	Rest character	Verified	4	Pass	6.1, 6.2	Unit	Town Menu	Cleared by all
7	Exit from town menu	Verified	4	Pass	7.1, 7.2	System	Town Menu	Cleared by all
8	Save game	Verified	3	Pass	9.1, 9.2	Unit	Town Menu	Cleared by all
9	Resume game	Verified	3	Pass	10.1, 10.2	Unit	Game Menu	Cleared by all
10	Move left in the map	Verified	15	Pass	8.1.2-8.1.4, 8.5.1-8.6.6	Unit/System	Town Menu	Cleared by all
11	Move right in the map	Verified	15	Pass	8.2.2-8.2.4, 8.5.1-8.6.6	Unit/System	Town Menu	Cleared by all
12	Move up in the map	Verified	15	Pass	8.3.2-8.3.4, 8.5.1-8.6.6	Unit/System	Town Menu	Cleared by all
13	Move down in the map	Verified	15	Pass	8.4.2-8.4.4, 8.5.1-8.6.6	Unit/System	Town Menu	Cleared by all
14	Run from opponent	Verified	2	Pass	17.1 - 17.2	System	Combat Menu	Cleared by all
15	Display combat menu	Verified	5	Pass	11.1 - 11.5	System	Combat Menu	Cleared by all
16	Display outdoor menu	Verified	1	Pass	12.2	System	Outdoor Menu	Cleared by all
17	View character from outdoor menu	Verified	2	Pass	13.1 - 13.2	System	Outdoor Menu	Cleared by all
18	View map from outdoor menu	Verified	2	Pass	14.1 - 14.2	System	Outdoor Menu	Cleared by all
19	Move character from outdoor menu	Verified	2	Pass	15.1 - 15.2	System	Outdoor Menu	Cleared by all
20	Attack opponent	Verified	1	Pass	12.1	Unit	Combat Menu	Cleared by all