TRACEABILITY REPORT

Smart Restaurant System

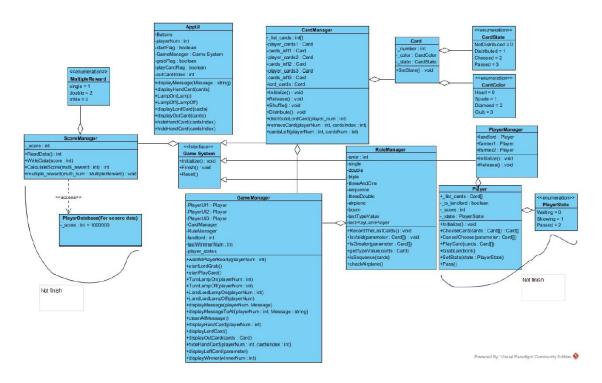
Group X Author: 小组

Table of Contents

System Architecture	2
Software Traceability	2

System Architecture

The system architecture is shown below:



Software Traceability

	Is implemented by	Is validated by
R1: The player can start the game.	S1. Start game	T0 T8
R2: The player can see the cards information, including his own hand cards, the cards on the table, and the number of cards of other player.	S2. Display Cards information	T1 T9
R3: The player can grab the landlord	S3. Landlord grabbing	T2 T10
R4: The player can play the cards, the system can verify whether the cards are valid.		T3~6, T11, T12
R5: The player can know whether he wins or not.	S5. Winner check	T7, T13
R6: The player can register or login his information into the database, the database	S6. Player register or login	Ta, Tb

will store his		
information and score.		
R7: At the end of the	S7. Adjust players	T14, T15, Tb
game, the players scores	score.	
will be adjusted, update		
to the database and		
display to all the players.		