Per P3 instructions - only classes directly involved in the implementation of the use case needs to be in the traceability matrix

USE CASE	Server	Game	Location	Piece	Player	Client	GameGUI	MenuGUI	RegLoginPanel	RegPanel	LoginPanel	MainMenuPanel
1_LOGIN								x	x		x	x
2_LOGOUT								x	x	x	x	x
3_UNREGISTER								x	x		x	x
4_REGISTER								x	x	x		x
5_RESUME_GAME	x	x	x	x	x	x	x	x	x		x	x
6_QUIT_GAME							x	x	x		x	x
7_ACCEPT_INVITE												
8_PLAY_GAME	x	x	x	x	x	x	x					
9_CREATE_GAME	x	x	x	x	x	x		x				x
10_INVITE_PLAYERS												
11_REJECT_INVITE												