***TRAZABILIDAD***

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| *RF1 – Registrar un clan* | |
| *CLASE* | ***MÉTODO*** |
| *NarutoGame* | addClan() |
| *NarutoGame* | checkIfExistClanWithThisName() |
| *Clan* | getName() |

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| *RF2 – Registrar un personaje* | |
| *CLASE* | ***MÉTODO*** |
| *Clan* | addCharacter() |
| *Clan* | checkIfExistCharacterWithThisName() |
| *Clan* | addFirst() |
| *Clan* | getCharacter() |
| *Clan* | getFirst() |
| *Clan* | getSize() |
| *Clan* | getNext() |
| *Clan* | setSize() |
| *Clan* | setPrev() |
| *Clan* | setNext() |
| *Clan* | setFirst() |
| *GameCharacter* | getName() |

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| *RF3 – Registrar una técnica* | |
| *CLASE* | ***MÉTODO*** |
| *Clan* |  |

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| *RF4 – Eliminar un clan* | |
| *CLASE* | ***MÉTODO*** |
| *NarutoGame* | *deleteClan()* |
| *Clan* | *getName()* |

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| *RF5 – Eliminar un personaje* | |
| *CLASE* | ***MÉTODO*** |
| *Clan* | *deleteCharacter()* |
| *Clan* | *getFirst()* |
| *GameCharacter* | *getName()* |
| *Clan* | *setFirst()* |
| *GameCharacter* | *getNext()* |
| *GameCharacter* | *getPrev()* |
| *GameCharacter* | *setPrev()* |

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| *RF6 – Eliminar una técnica* | |
| *CLASE* | ***MÉTODO*** |
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| *RF7 – Actualizar un clan* | |
| *CLASE* | ***MÉTODO*** |
| *Clan* | *setName()* |

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| *RF8 – Actualizar un personaje* | |
| *CLASE* | ***MÉTODO*** |
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| *RF9 – Actualizar una técnica* | |
| *CLASE* | ***MÉTODO*** |
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| *RF10 – Mostrar un clan* | |
| *CLASE* | ***MÉTODO*** |
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| *RF11 – Mostrar un personaje* | |
| *CLASE* | ***MÉTODO*** |
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