Client Traceability Link Matrix																															
						Controllers			Game Game Board Squares					Game Pieces								Models					Views			UI	
	Арр	JungleClient	Main	ControllerFactory	GameBoardControllerImpl	HomeControllerImpl	LoginControllerImpl	RegisterControllerImpl	JungleGame	GameBoard	BoardSquare	DenSquare	RiverSquare	TrapSquare	CatPiece	DogPiece	ElephantPiece	FoxPiece	LeopardPiece	LionPiece	RatPiece	TigerPiece	AccountModel	GameHistoryModel	GamesModel	InvitesModel	GameBoardViewImpl	HomeViewImpl	LoginViewImpl	RegisterViewImpl	InviteListCe
#1: Register to the system	х	х	х	х				х															х							х	1
#2: Create a new game	x	х	х	х		x			x	x	х	x	х	х	х	х	х	х	х	х	х	х	х		х			х			
#3: Invite other users to a game	X	х	х	x	x																		х			x	x				
#4: Respond to Game Invitation	х	х	х	х		x				x													х		x	x		х			х
#5: Quit Game	X	х	х	х	x				x	x													х		x		x				
#6: Unregister from System	х	х	х	х		x																	х					х			
#7: View Player Profile	x	х	х	х		x																	х	х				х			
#8: Log in to System	х	х	х	х			х																х						х	х	
#9: Log out of System	х	х	х	х		х																	х					x			T
#10: Move Game Piece	х	х	х	х	х				х	х	х	х	х	х	х	х	х	х	х	х	х	х	х		х		х				T
#11: Switch Game	х	х	х	х		х			х	х													х		х			х			
*NOTE: There are multiple sheets below.																															

			Client T	raceability L	ink Matrix				
	BaseController	Controller	GameBoardController	HomeController	LoginController	RegisterController	JungleGamePiece	BaseView	View
#1: Register to the system	X	Х				x		Х	Х
#2: Create a new game	X	X		x			x	х	X
#3: Invite other users to a game	X	X	X					X	X
#4: Respond to Game Invitation	X	X		X				X	X
#5: Quit Game	X	X	X					X	X
#6: Unregister from System	X	X		X				X	X
#7: View Player Profile	X	X		X				X	X
#8: Log in to System	X	X			x			X	X
#9: Log out of System	X	X		x				X	X
#10: Move Game Piece	X	X	x				x	X	Х
#11: Switch Game	x	Х		X				Х	Х