Client Traceability Link Matrix

	NetworkListener	JungleClient	CreateGameHandler	GetGameHandler	InvitePlayerHandler	InviteReplyHandler	LoginHandler	LogoutHandler	RegistrationHandler	AccountHandler	RegisterController	LoginController	GameBoardController	HomeController	AuthTokenManager	GamesManager	Invite Manager	Jungle Game	GameBoard	GamePiece	Board quare
#1: Register to the system	x	x							x		x										
#2: Create a new game	x	x	x	x										x	x	x		x	x		
#3: Invite other users to a game	x	x			x								x		x		x				
#4: Respond to Game Invitation	x	x		x		x								x	x	x	x		x		
#5: Quit Game	x	x											x		x	x		x	x		
#6: Unregister from System	x	x					x	x						x	x						
#7: View Player Profile	x	x												x	x						
#8: Log in to System	x	x					x		x		x	x									
#9: Log out of System	x	x						x						x	x						
#10: Move Game Piece	x	x											x		x			x	x	x	x
#11: Switch Game	x	x		x										x	x	x		x	x		