

Client Traceability Link Matrix																																			
	AccountHandler	App	GameBoardController	HomeController	LoginController	RegisterController	BoardSquare	CatPiece	DenSquare	DogPiece	ElephantPiece	FoxPiece	GameBoard	JungleGame	JungleGamePiece	LeopardPiece	LionPiece	RatPiece	RiverSquare	TigerPiece	TrapSquare	AuthTokenManager	GamesManager	InviteManager	JungleClient	NetworkListener	CreateGameHandler	GetGameHandler	InvitePlayerHandler	InviteReplyHandler	LoginHandler	LogoutHandler	RegistrationHandler	InviteListCell	
#1: Register to the system		X				X																			X	X								X	
#2: Create a new game		X		X			X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		X	X		X						
#3: Invite other users to a game		X	X																			X		X	X	X				X					
#4: Respond to Game Invitation		X		X									X									X	X	X	X	X		X		X					X
#5: Quit Game		X	X										X	X								X	X		X	X									
#6: Unregister from System	X	X		X																		X	X		X	X								X	
#7: View Player Profile		X		X																		X			X	X									
#8: Log in to System		X			X	X																			X	X					X			X	
#9: Log out of System		X		X																		X			X	X							X		
#10: Move Game Piece		X	X				X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X			X	X									
#11: Switch Game		X		X									X	X								X	X		X	X		X							