Requirements Traceability Matrix

Req ID	TC 1 Create Deck	TC 2 Create Players	TC 3 Create Players UI	TC 4 Shuffle	TC 5 Start Game	TC 6 Deal Hands	TC7 Check	TC8 Render Tile	TC9 Get Points	TC10 Initial Melds	TC11 Switch Active	TC12 END	#Test Cases for respective requirement
Req 1		X											1
Req 2	X												1
Req 3				X									1
Req 4					X								1
Req 5						X							1
Req 6													0
Req 7										X		X	2
Req 8													0
Req 9													0
Req 10													0
Req 11	X												1
Req 12													0
Req 13												X	1
Req 14		X											1

Requirements	Test Scenario	Kind	Risk
Game does not start until at least 2 people have joined	REQ014	Functional	Medium
Game ends with a winner when a player runs out of cards	REQ007	Functional	Low
Game has a re-melding function	REQ008	Functional	Medium
Has a system that allows players to make an initial meld	REQ006	Functional	Medium
Jokers have the ability to be replaced	REQ009	Functional	High
Message that notifies the players who's turn it is	REQ015	Interface	Low
Method of handing out cards initially	REQ005	Functional	Medium
Mini game for choosing who starts	REQ004	Functional	Low
Must be web application	REQ001	Functional	High
Option to leave game when round ends	REQ013	Functional	Low
Recording of wins	REQ012	Interface	Low
Shuffle function	REQ003	Functional	High
Standard deck of 54 tiles	REQ002	Functional	Low
System that allows players to play in turns	REQ010	Functional	Medium
Tiles are presented as cards	REQ011	Interface	Low

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TC 9	Get Points
TC 10	Initial Melds
TC 11	Switch Active
TC 12	END