



TRACEABILITY REPORT

Huarong Path

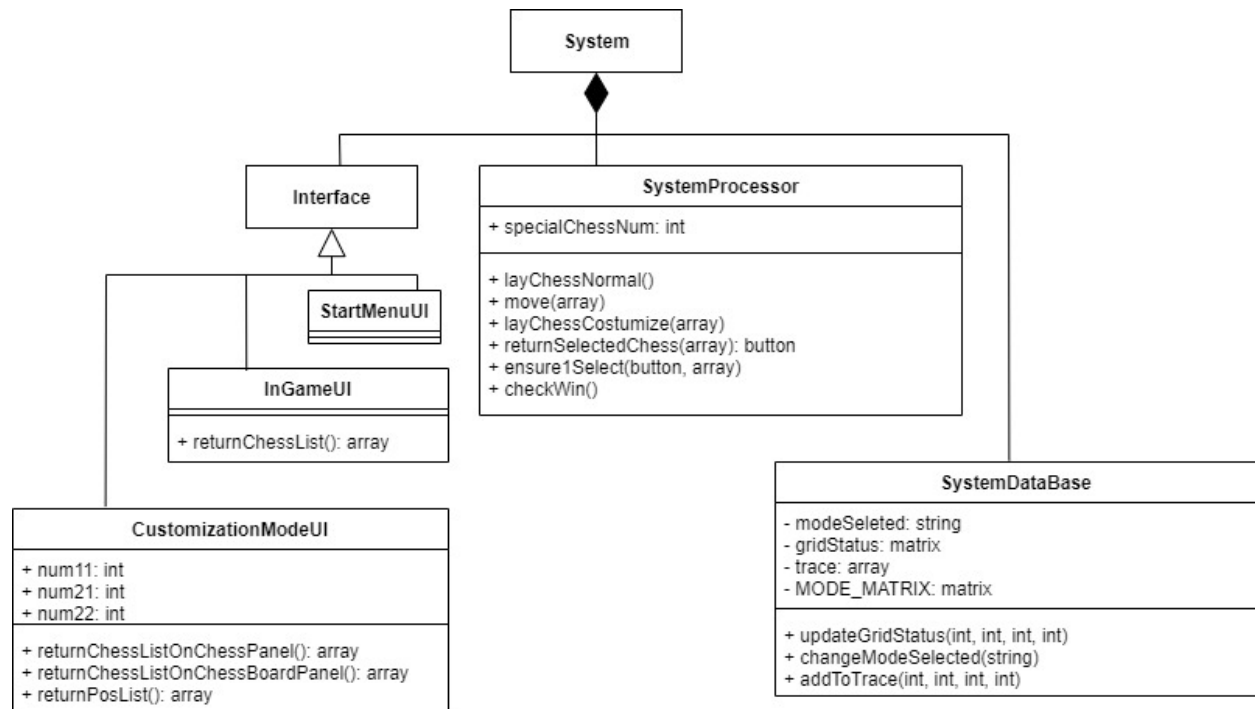
Group X
Author

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System Architecture

The system architecture is shown below:



Software Traceability

	Is implemented by	Is validated by
R1 (Game UI)	S1, S2.1, S2.2, S2.3, S2.5, S3.1, S3.2, S3.3	T1.1, T1.2, T1.3
R1.1	S1	T1.1, T1.2, T1.3
R1.1.1	S1.1, S2.5	T1.1
R1.1.2	S1.2, S2.5	T1.2
R1.1.3	S1.3, S2.5	T1.3
R1.2	S1.1	T1.1
R1.3	S1.2	T1.3
R1.4	S3.1, S3.2, S3.3	T1.2
R1.4.1	S3.1	T1.2
R1.4.2	S3.3	T1.2
R1.5	S2.1, S2.2	T1.1
R1.5.1	S2.1, S2.2	T1.1
R1.5.2	S2.1, S2.2	T1.1
R1.6	S2.3	T1.2
R2(Controller)	S2.1, S2.2, S2.3, S2.4, S3.1, S3.2, S3.3	T1.1, T1.2
R2.1	S3.1, S3.2, S3.3	T1.2
R2.1.1	S3.1, S3.2	T1.2
R2.1.2	S3.1	T1.2

R2.1.3	S3.1	T1.2
R2.1.4	S3.3	T1.2
R2.1.5	S3.1.2	T1.2
R2.2	S2.1, S2.2, S2.3, S2.4	T1.1, T1.2
R2.2.1	S2.1	T1.1
R2.2.2	S2.2.1	T1.1
R2.2.3	S2.1	T1.1
R2.2.4	S2.2.1	T1.1
R2.2.5	S2.2.2	T1.1
R2.2.6	S2.3	T1.2
R2.2.7	S2.4	T1.1
R3(Chess)	S2.2.2	T1.1
R3.1	S2.2.2	T1.1
R3.1.1	S2.2.2	T1.1
R3.1.2	S2.2.2	T1.1
R4(Validate)	P1.3 Refer to model checking in validation document.	
R4.1		
R4.1.1		
R4.1.2		