

FOOTBALL TOURNAMENT TRACEABILITY MATRIX

Ingeniería En Software I

Miguel Perez Ojeda

María Juliana Niño Galvis

Functional Requirement	Class Name	Method Name
RF1: Register a Team	Main	+registerTeam() : Void
	Controller	+registerTeam(name : String, country : String, directorName : String) : String
	Team	+registerTeam(name : String, country : String, players : String, directorName : String)
RF2: Register a Player	Main	+registerPlayer() : Void
	Controller	+registerPlayer(id : String, name : String, country : String, position : int) : String
	Person	+register(id : String, name : String, country : String) : String
	Player	+registerPlayer(id : String, name : String, country : String, position : int) : String
RF3: Register a Referee	Main	+registerReferee() : Void
	Controller	+registerReferee(id : String, name : String,

		country : String, type : int) : String
	Person	+register(id : String, name : String, country : String) : String
	Referee	+registerReferee(id : String, name : String, country : String, type : int) : String
RF4: Preload Necessary Information to Start a Tournament: Teams, Players, and Referees	Main	+preloadInformation() : Void
	Controller	+preloadInformation() : void
RF5: Calculate and Display the Draw (Matches) for the Group Stage and the Corresponding Dates	Main	+generateFixture() : Void +consultPhaseGroups() : Void
	Controller	+generateFixture(fixture : String) : String
RF6: Assign the Referee Team to a Match Based on Availability (Nationality)	Main	+assignReferees() : Void
	Controller	+assignReferees(nameTeam : String) : String
RF7: Record the Score of a Match	Main	+registerMarker() : Void +getBookmark() : Void
	Controller	+registerMarker(goals : String) : String +getBookmark() : String
	Match	+registerMarker(goals : String) : String +getMarker() : int +setMarker(marker : int) : void

RF8: Record the Player Who Scores a Goal and the Player Who Assists	Main	+registerPlayerGoal() : Void +registerPlayerAssistant() : Void
	Controller	+registerPlayerGoal(playerGoal : String, minute : int) : String +registerPlayerAssistant(playerAssistant : String, minute : int) : String
	Goal	+registerPlayerGoal(playerGoal : String, minute : int) : String +registerPlayerAssistant(playerAssistant : String, minute : int) : String
RF9: Record Cards Given to Players	Main	+registerPlayerCard() : Void
	Controller	+registerPlayerCard(typeCard : int, idPlayer : String) : String
	Card	+Card(TypeCard : model.TypeCard) +getTypeCard() : model.TypeCard +setTypeCard(TypeCard : model.TypeCard) : void
RF10: Consult the Group Stage Information at Any Time (Position Table of All Groups)	Main	+consultPhaseGroups() : Void
	Controller	+consultPhaseGroups(Phase : model.Phase, name : String) : String
	Match	+setPhase(Phase : model.Phase) : void

RF11: Calculate and Display the Top Scorer of the Tournament	Main	+showMaxGoalscorer() : Void
	Controller	+showMaxGoalscorer() : String
RF12: Calculate and Display the Fair Play Team.	Main	+showFairPlay() : Void
	Controller	+showFairPlay() : String
RF13: Calculate and Display a Team's Efficiency (Number of Matches Won Compared to Played)	Main	+showEfficiencyTeam() : Void
	Controller	+showEfficiencyTeam() : String
RF14: Calculate and Display a Player's Efficiency (Number of Goals Compared to Matches Played)	Main	+showEfficiencyPlayer() : Void
	Controller	+showEfficiencyPlayer() : String
RF15: Calculate and Display the Card Index of a Central Referee (Number of Cards Compared to Matches Officiated)	Main	+showIndexCards() : Void
	Controller	+showIndexCards() : String