FOOTBALL TOURNAMENT TRACEABILITY MATRIX

Soccer Tournament

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| Functional Requirement | Class Name | Method Name |
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| 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 |
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| | 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 | Main | +registerPlayerGoal() : Void |

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| the Player Who Assists | | +registerPlayerAssistant() : Void |
| | Controller | +registerPlayerGoal(playerGoal : String, minute : int) : String<br>+registerPlayerAssistant(playerAssistant : String, minute : int) : String |
| | Goal | +registerPlayerGoal(playerGoal : String, minute : int) : String<br>+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)<br>+getTypeCard() : model.TypeCard<br>+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 |
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| | 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 |