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<b><u>REQUIREMENT-ID:</u></b>	<b><u>UI CROSS-REFERENCE:</u></b>	<b><u>TYPE (F/NF)</u></b>	<b><u>Package/Class/Method (Implemented)</u></b>
RQ-01	The system displays the leaderboard to all players after each game.	F	summary.html - <div id="leaderboard">
RQ-02	The system retrieves leaderboard data from the database after game ends.	F	summary.js - handleLeaderboardData()
RQ-03	The system uses WebSocket to receive leaderboard updates from the Java backend.	F	summary.js - socket.onmessage
RQ-04	The system formats and displays leaderboard data using HTML/JS only (no game logic in JS).	F	summary.js - renderLeaderboard()
RQ-05	JSON must be used for all communication between frontend and backend.	F	summary.js - JSON.parse(), JSON.stringify()
RQ-06	The Summary UI section must be part of a single-page HTML interface.	NF	summary.html - <section id="summary">
RQ-07	The Summary section's visibility is controlled using showContent() and hideContent() functions which toggle display via CSS.	F	summary.js - showContent(), hideContent()
RQ-08	Each Summary client must have a unique identifier.	F	summary.js - clientID usage
RQ-09	The leaderboard must auto-update when new game results are available.	F	summary.js - socket.onmessage
RQ-10	The leaderboard shall display player statistics such as number of wins and losses.	F	summary.html - <table> with stats columns