Requirement

Test Name	CON_PLATFORM	CON_PROG_LANG	CON_REAL_TIME	UR_NAME	UR_UX	UR_MAP	UR_PLAYER	UR_HOSTILES	UR_LOGIC	UR_PAUSE	UR_SAVE	FR_MENU	FR_DEMO	FR_TUTORIAL	FR_MAP	FR_TELEPORTER	FR_NEW_SYSTEMS	FR_ALIENS	FR_HOSTILES	FR_SAKOTAGE	FR_SPECIAL_ABILITIES	FR_DISGUISE	FR_HOSTILES_RUN	FR_POWER_UPS	FR_POWER_UPS_ABILITIES	FR_PRISON	FR_ATTACK_NOTIF	FR_HEAL	FR_ARREST	FR_WIN_CONDITION	FR_LOSS_CONDITION	FR_TOP_VIEW	FR_MAP_SIZE	FR_SYSTEM_DESTROY	FR_PLAYER_SPEED	FR_RESPAWN	FR_HOSTILES_ATTACK	FR_HOSTILES_ABILITIES	FR_ROOM_SIZES	FR_HOSTILES_SPAWN	FR_SYSTEMS_ATTACK	FR_AUDIO_COUNT	FR_HOSTILES_SPECIAL	FR_TELEPADS	FR_BFG	FR_MINIMAP	FR_PLAYER_VIEW	FR_PLAYER_SPAWN	FR_RANDOM_SPAWN	FR_DIFFICULTY	NFR_ENJOYABLE	NFR_DURATION	NFR_DIFFICULTY	NFR_SCALABLE
assetTest()																																																								
easyNextDifficulty()												■																																						■	■				
hardNextDifficulty()												■																																						■	■				
winConditionTest()																														■																										
loseConditionTest()																															■																									
testEntityOnScreen()																																																								
infiltratorsSpawnedTest()																			■																																					
playerInfiltratorSpeedTest()																																			■																					
attackDamageTest()																																					■																			
infiltratorSpawnTest()																																																				■	■				
civilianSpawnTest()																																																				■	■				
healTest()																												■																														
updateMovedTest()			■																																																						
destinationReachedTest()																																																									
nonHostileTest()																																											■														
pauseTest()										■																																														
playerSpawnTest()																																																			■						
invisibilityTest()																								■	■																															
invincibilityTest()																								■	■																															
superSpeedTest()																								■	■																															
visionTest()																								■	■																															
buffsOnAttackEasyTest()																								■																																
buffsOnAttackHardTest()																								■																																
saveloadTest()											■																																													
randomFloatTest()																																																									
randomIntegerTest()																																																									
kaySystemsTest()																	■																																							
spriteTest()																		■																																							
abilityTest()																					■																																				
prisonTest()																										■			■																												
respawnTest()																																				■																					
telepadTest()																																												■												