ID	Requirement	Related Use Case	Fulfilled By	Tested By
1	Power On	UC1	mainwindow,sessionmngr	void MainWindow::togglePwr() **(TC1)**
2	Power Off	UC2	mainwindow,sessionmngr	void MainWindow::togglePwr() **(TC2)**
3	Ending A session	UC6	mainwindow,sessionmngr	sessionMngr::endSession() **(TC6)**
4	Running a session	UC5	sessionmngr,mainwindow,session	sessionMngr::startSession() **(TC4)**
5	Battery Level	UC3	sessionmngr,mainwindow,session	MainWindow::batteryLifeTimerTick() **(TC5)**
6	Selecting a Session	UC4	mainwindow,sessionmngr	mainWindow::mainWindow() #this section is because interaction happens through UI slots **(TC6)**
7	Connection test	UC7	mainwindow,sessionmngr	sessionMngr::connectionTest() **(TC7)**
8	Intensity	UC3	mainwindow,sessionmngr,session	MainWindow::changeInstensity() **(TC3)**
9	Recording session	UC8	sessionmngr	sessionMngr::addSessionRecor() **(TC6)**
10	Replaying session	UC9	mainwindow,sessionmngr	MainWindow::setReplayValues() **(TC9)**