				Trace to Design specification	1137.47							Black Box Testing (Unit or Ad-HOC)											
Requiremen	nt ID	Final Problems	Requirement Type and Description		Unit Test (Ds 2.01 2.02 2.03 2.04 2.05 2.06 2.07 2.08 2.09 2.10 2.11 2.12 2.13 2.14 2.15								Integration test Cases			System Test Cases					Acceptance/Alpha Testing		
					2.01 2.	.02 2.03	2.04	2.05 2.06	2.07 2.08	3 2.09 2.10 2.11	2.12 2.13 2.1	4 2.15 1.03	1.04	1.05 1.09	1.13 1.18	1.01 1.02	1.06 1.0	7 1.08	1.12 1.14 1.17	1.19 2.20 2.2	1 2.22	1.10 1.11 1.15	1.16
General Requirements	1.0	02 N/A	Input method of Keyboard and/or mouse	In place, mouse for the menu and buttons, keyboard for the game.																			
	1.0	Unimplemented due to Time Restraint	Leaderboard Which tracks the players points.	Leaderboard was in place but due to time restaint we couldn't update it from the HUD where it was incrimented from sailing. (Left out)																			
		Unimplemented due to Time Restraint	Objective List so the player knows how to succeed	Quest system coded and some code in place to use and call it from the HUD but it could not refresh properly so we left it out.			Non- require ment test			Non- require ment test	rec	Non- require ment test				Non- requirem ent test							
		25 N/A Some devices have problems with screen resolution, not all of them but some.	User manual Game runs well																				
	1.0	Win screen cannot be 08 called statically however it works none the less	Screen properly transitions depending on game state	All screen's transition perfectly																			
Sailing	2.0	02 N/A	Map based of University of York	Colleges and departments relating to west implemented																			
	2.0	Technically this was fine (as not to exceed the brief	West and East included	Only West Implemented																			
	2.0	04 N/A	Sailing mode allows easy movement	Easy intuitive keyboard movement.					Non-			Non-	N	on-				Non-					
	2.0	Slightly less contained than one would hope	Two types of building, colleges and department	I used attribute data rather than subclasses and specific code targetting discrepencies to identify them					require ment test			require ment test	m	quire lent est				requirem ent test					
	2.0	07 N/A	Can repair at captured colleges	Ship health resets perfectly every time you touch the captured college.																			
Combat	3.0	01 N/A	Turn based Combat	A slight variation used where both attack at the same time, turn based still though																			
	3.0	03 N/A	Gold gained when winning a battle	Implemented as described, points added too					Non- require ment			Non- require ment	rec	on- quire ent				Non- requirem ent test					
		04 N/A	Can capture colleges through the combat system	Implemented as described					test			test	t	est									
	3.0	Pushed Back (final boss on east)	End boss in place	We used Halifax instead of Goodricke																			
									Non-			Non-	No	n-				Nee			1		-
Items/Services/Sh ops	4.0	03 N/A	Several possible shop/repair locations	All colleges allow you to heal at once captured.					require ment test			require ment test		juire				Non- requirem ent test					