ID	Function Name	Description	Related Requirement	Test type	Result
1.1	InvincibilityPowerUpTest	Fire truck shallbecome immune to damage	UR_POWER UPS	Functional	PASS
1.2	InvisibilityPowerUpTest	Fire truck shall temporarily not be targeted by ET patrols	UR_POWER UPS	Functional	PASS
1.3	DamageIncreasePowerUpTest	Fire truck's damage over time shall be temporarily increased	UR_POWER UPS	Functional	PASS
1.4	WaterRefillPowerUpTest	Fire truck water tank's capacity should be increased	UR_POWER UPS	Functional	PASS
1.5	MultipleAimPowerUpTest	Fire truck should be able to shoot multiple targets within its range	UR_POWER UPS	Functional	PASS
1.6	RepairPowerUpTest	Fire truck's health shall be restored	UR_POWER UPS	Functional	PASS
1.7	DecreaseSizePowerUpTest	Fire truck's hit box shall be temprorarily reduced	UR_POWER UPS	Functional	PASS
1.8	TeleportPowerUpTest	Fire truck's coordinates on the map shall change as soon as the powerup is used	UR_POWER UPS	Functional	PASS
2.1	FireTruckSavedPositionTest	The spawn postion of the firetrucks shall be resumed to the saved positions in the previous game	UR_LEVEL_ SAVINGS	Unit	PASS
2.6	HUDTimerSavedTest	The game's timer shall be resumed to the saved one	UR_LEVEL_ SAVINGS	Unit	PASS
2.7	HUDScoreSavedTest	The game's score shall be resumed to the saved one	UR_LEVEL_ SAVINGS	Unit	PASS
3.1	MenuDifficultyChoieTest	The game should offer in the main menu the possibility of choosing the difficulty of the CPU, between "Easy", "Medium" and "Hard" (or equivalent synonyms of these words)	UR_DIIFFIC CULTY	Unit	PASS
3.2	EasyMediumDifficultyTest	The firetruck Health Points in difficulty Easy should be less than Medium	UR_DIIFFIC CULTY	Unit	PASS
3.3	MediumHardDiffiultyTest	The firetruck Health Points in difficulty Medium should be less than Hard	UR_DIIFFIC CULTY	Unit	PASS