Traceability matrix — **Requirements** (rows) vs **Test Cases**. Column groups: **User Requirements**, **Functional Requirements**, **Non Functional System Requirements**, **Other Tests not related to requirements**. The left-side rotated label for the block of test rows reads **Blackbox Tests**.

Requirements	Reqs Tested	UR_NAME	UR_UX	UR_MAP	UR_PLAYER	UR_HOSTILES	UR_LOGIC	UR_SYSTEMS	FR_MENU	FR_MAP	FR_TELEPORTER	FR_KEY_SYSTEMS	FR_ALIENS	FR_HOSTILES	FR_SABOTAGE	FR_SPECIAL_ABILITIES	FR_PRISON	FR_ATTACK_NOTIF	FR_HEAL	FR_ARREST	FR_REAL_TIME	FR_WIN_CONDITION	FR_LOSS_CONDITION	FR_TOP_VIEW	FR_MAP_SIZE	FR_SYSTEM_HEALTH	FR_SYSTEM_DESTROY	FR_PLAYER_SPEED	FR_HOSTILES_RUN	FR_ARREST	FR_RESPAWN	FR_HOSTILES_ATTACK	FR_HOSTILES_ABILITIES	FR_ROOM_SIZES	FR_HOSTILES_SPAWN	FR_SYSTEMS_ATTACKED	FR_ALIENS_COUNT	FR_HOSTILES_SPECIAL	FR_PLAYER_TILES	FR_TELEPADS	FR_BRIG	FR_MINIMAP	FR_PLAYER_VIEW	FR_TELEPAD_DESTINATION	FR_PLAYER_SPAWN	FR_ALIEN_SPAWN	FR_HOSTILES_SPAWN	FR_POWERUPS	FR_SAVING	FR_DIFFICULTY_SELECTION	NFR_ENJOYABLE	NFR_DURATION	NFR_DIFFICULTY	File System	Pathfinding Module	Utils Class
Test Cases	53	0	4	1	1	0	0	0	1	1	1	1	1	0	0	0	0	1	1	1	0	1	1	0	1	0	1	1	3	0	0	3	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	14	2	3	0	1	3			
test_all_map_assets_exist	2			x																																																		x		
test_all_audio_assets_exist	2												x																																									x		
test_all_sprites_exist	1																																																					x		
check_easy_level_has_correct_number_of_infiltrators	1																																																		x						
check_normal_level_has_correct_number_of_infiltrators	1																																																		x						
check_hard_level_has_correct_number_of_infiltrators	1																																																		x						
test_blinded_attack	1																															x																								
test_slow_attack	1																															x																								
test_confused_attack	1																															x																								
test_random_action	1																															x																								
test_path_node_equals	2																												x																										x	
test_path_node_path_cost	2																												x																										x	
test_path_node_heuristic	2																												x																										x	
test_navigation_mesh_euclidian_distance	1																																																						x	
test_that_player_can_heal	2				x													x																																					
test_that_player_can_sustain_damage	1																															x																								
test_that_invisible_player_cannot_sustain_damage	2																															x																x		x						
test_that_player_with_shield_cannot_sustain_damage	2																															x															x		x						
test_player_to_json	1																																																x						
test_main_menu_screen	2		x						x																																															
test_load_screen	2		x																																															x						
test_game_screen	1		x																																																					
test_GameOverScreen	3		x																		x	x																																	
test_random_float_in_range	1																																																							x
test_dud_power_up	1																																																x								
test_heal_power_up	1																																																x								
test_invincibility_power_up	1																																																x								
test_shield_power_up	1																																																x								
test_speed_power_up	1																																																x								
test_boom_power_up	1																																																x								
check_easy_level_has_correct_powerup_multipliers	2																																																x					x			
check_normal_level_has_correct_powerup_multipliers	2																																																x					x			
check_hard_level_has_correct_powerup_multipliers	2																																																x					x			
test_map_has_10_rooms	1																									x																														
test_systems_are_destoyed_in_10_seconds	1																											x																											
test_players_speed_is_faster_than_infiltrators	1																												x																											
test_room_size	1																																		x																					
test_user_can_arrest	1																				x																																		
test_player_is_told_of_attack	1																	x																																				
test_four_distinct_rooms	1									x																																													
test_teleporters	1										x																																													
test_powerups_shield	1																																																x								
test_powerups_speed	1																																																x								
test_number_of_key_systems	2											x	x																																											
test_game_duration	1																																																				x				