

General			The window's full content must be displayed correctly when it's launched without the need to be resized or minimized/maximized.	
			All exceptions should be handled. The gameplay/flow should not be interrupted by any exception.	
			The current cycle should be displayed.	
			The number of casualties should always be displayed.	
			There should be a way for the player to end the current cycle.	
Visuals	Rescue Panel		The grid is clearly represented.	
			Visible buildings and citizens should be displayed in their correct locations on the grid	
			Visible buildings and citizens outside a building are visually represented in different ways.	
			Whenever there are more than one item in the same cell (the base for example), the player must be able to see all the contents of the cell.	
	Info Panel	At any time during the simulation, upon choosing any building in the rescue panel,		The player should be able to see the building's location.
				The player should be able to see the structural integrity of the building.
				The player should be able to see the fire damage of the building.
				The player should be able to see the gas level of the building.
				The player should be able to see the foundation damage of the building.
				The player should be able to see the number of occupants of the building.
				The player should be able to see the info of all the occupants of the building.
				The player should be able to see the info of the disaster affecting the building (if any).
		At any time during the simulation, upon choosing any citizen in the rescue panel,		The player should be able to see the citizen's location (citizens in buildings and evacuated citizens will be handled separately).
				The player should be able to see the citizen's name, age and national ID.
				The player should be able to see the citizen's hp.
General		The player should be able to see the citizen's blood loss.		
		The player should be able to see the citizen's toxicity.		
		The player should be able to see the citizen's state.		
		The player should be able to see the disaster affecting any citizen (if any).		
		The interface should contain a log representing all the disasters that have already struck for each cycle showing the disaster's type and the name of its target		
		All active disasters should be displayed.		
Units Panel	At any time during the simulation, upon choosing any Unit in the units panel,		The player should be able to see the unit's ID.	
			The player should be able to see the unit's type.	
			The player should be able to see the unit's location.	
			The player should be able to see the unit's steps per cycle.	
	General		The player should be able to see the unit's target (citizen or building and its location).	
		The player should be able to see the unit's state.		
Game Play	General		In case of the Evacuator, the player should be able to see the number of passengers that are currently on board.	
			In case of the Evacuator, the player should be able to see the info of all the passengers that are currently on board.	
	Buildings		Any building's structural integrity should be updated correctly.	
			Any building's fire damage should be updated correctly when it is struck by a fire disaster.	
			Any building's fire damage should be updated correctly each cycle if its already struck by a fire disaster.	
			Any building's gas level should be updated correctly when it is struck by a gas leak disaster.	
	Citizens		Any building's gas level should be updated correctly each cycle if its already struck by a gas leak disaster.	
			Any building's foundation damage should be updated correctly when it is struck by a collapse disaster.	
			Any building's foundation damage should be updated correctly each cycle if its already struck by a collapse disaster.	
		The interface should show if a building has fallen down (either by a different representation or by text).		
Units		The hp of any citizen should be updated correctly.		
		The state of any citizen should be updated correctly.		
		The blood loss of any citizen should be updated correctly when he is struck by an injury disaster.		
		The blood loss of any citizen should be updated correctly each cycle if he is already struck by an injury disaster.		
General		The toxicity of any citizen should be updated correctly when he is struck by an infection disaster.		
		The toxicity of any citizen should be updated correctly each cycle if he is already struck by an infection disaster.		
		The interface should show if a citizen has died (either by a different representation or by text).		
Units		Any unit's location should be updated correctly once it reaches its targert or the base (in case of an evacuator).		
		The unit should disappear from its original location upon its arrival to the new location.		
		The unit should appear on the new location upon its arrival.		
		The unit's state should be updated correctly.		
		The number of passengers any evacuator is holding should be updated correctly.		