## Traceability req-test

| User Stories   | Where it's tested                   |
|--|-------------------------------------|
| 1. Proceed on an ongoing game                        | Acceptance test 7.1                 |
| 1.a See the board                                    | Acceptance test 7.2                 |
| 1.b See what pieces got taken                        | Acceptance test 7.5                 |
| 1.c Look back on the opponents latest move           | Acceptance test 7.6                 |
| 1.d Animation when a piece got taken                 | Acceptance test 7.6                 |
| 1.e The ability to see where a chosen piece can move | Acceptance test 7.7                 |
| 1.e.i Move the piece to the position if possible     | Acceptance test 7.8                 |
| 1.f Win/Lose/Draw game by the rules                  | Android jUnit test case - ModelTest |
| 1.f.i A nice message for the Winner/Loser/<br>Draw   | Acceptance test 8.1                 |
| 1.f.ii Request rematch                               | Acceptance test 8.2                 |
| 1.g Quit an ongoing game                             | Acceptance test 7.1.1               |
| 2. See the ongoing and finished games in an overview | Acceptance test 6                   |
| 2.a See the number of turns a game is currently on   | Acceptance test 6                   |
| 2.b See which pieces that is left in a game          | Acceptance test 7.3                 |
| 2.c See what the opponents username is               | Acceptance test 7.4                 |
| 2.d See opponents avatar                             | Acceptance test 7.4                 |
| 3. Send/read a message to/from opponent              | Not yet implemented                 |
| 3.a In real-time so it is more like a chat           | Not yet implemented                 |
| 3.b See when the message was sent                    | Not yet implemented                 |

| User stories  | Where it's tested        |
|---|--------------------------|
| 4. Always be able to go to settings   | Acceptance test 4.1      |
| 4.a Turn off/on sound   | Acceptance test 4.4      |
| 4.b turn off/on possible move-help  | Acceptance test 4.4      |
| 4.c Change avatar   | Acceptance test 4.3      |
| 4.c.i Upload an avatar  | Acceptance test 4.3      |
| 5. A login screen   | Acceptance test 2        |
| 5.a Able to register a new account  | Acceptance test 2.1, 2.2 |
| 5.a.i Fill in username, password, re-enter password, email and re-enter email | Acceptance test 2.3      |
| 5.b Log in to an existing account   | Acceptance test 5        |
| 6. Start a new game   | Acceptance test 6.2      |
| 6.a Start many games  | Acceptance test 6.3      |
| 6.b Against friends   | Acceptance test 6.4      |
| 6.c Against randoms   | Acceptance test 6.2      |
| 7. Go to My stats   | Acceptance test 3        |
| 7.a See how many wins/losses/draws  | Acceptance test 3        |
| 7.b See my name, avatar   | Acceptance test 4.3      |
| 7.c Average moves per game  | Acceptance test 3        |
|   |                          |

| 7.d Various statistics about the games | Acceptance test 3   |
|--|---------------------|
| 8. Social integration                  | Not yet implemented |
| 8.a Facebook                           | Not yet implemented |
| 8.b Twitter                            | Not yet implemented |
| 8.c Google+                            | Not yet implemented |