High level requirements

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| Requirement ID | Description |
| HLR\_001 | The Pokemon Battle Simulator frontend should have an interactive terminal that supports latin characters |
| HLR\_002 | The Pokemon Battle Simulator frontend should have an interactive terminal that supports numerical characters |
| HLR\_003 | The Pokemon Battle Simulator frontend should send user interactive input data to the Pokemon Battle simulator backend |
| HLR\_004 | The Pokemon Battle Simulator backend should send battle information (Pikachu attack name, Charizard attack name, Pikachu attack damage, Charizard attack damage, round number, Pikachu health points, and Charizard health points) |
| HLR\_005 | The Pokemon Battle Simulator frontend should control the interactive terminal |
| HLR\_006 | The Pokemon Battle Simulator backend shall send an “Invalid move” exception to the Pokemon Battle Simulator frontend when the same attack is used twice in a row or a non exsistant attack name is selected |
| HLR\_007 | The Pokemon Battle Simulator backend shall send a “Battle Ended” exception to the Pokemon Battle Simulator frontend when Pikachu health points or Charizard health points are depleted |

Intermediate level requirements

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| Requirement ID | Description | Traceability  High-level  requirement/s |
| ILR\_001 | The Pokemon Battle Simulator frontend shall control the position of the displayed Pikachu attack damage (at the end of the first line) | HLR\_002  HLR\_005  HLR\_006 |
| ILR\_002 | The Pokemon Battle Simulator frontend shall control the position of the displayed Pikachu attack name (at the front of the first line) | HLR\_001  HLR\_005  HLR\_006 |
| ILR\_003 | The Pokemon Battle Simulator frontend shall control the position of the displayed Charizard attack damage (at the end of the second line) | HLR\_002  HLR\_005  HLR\_006 |
| ILR\_004 | The Pokemon Battle Simulator frontend shall control the position of the displayed Charizard attack name (at the front of the second line) | HLR\_001  HLR\_005  HLR\_006 |
| ILR\_005 | The Pokemon Battle Simulator frontend shall control the position of the Round number (third line) | HLR\_001  HLR\_002  HLR\_005  HLR\_006 |
| ILR\_006 | The Pokemon Battle Simulator front end shall control the position of the displayed Pikachu health points (fourth Line) | HLR\_001  HLR\_002  HLR\_005  HLR\_006 |
| ILR\_007 | The Pokemon Battle Simulator frontend shall control the position of the displayed Charizard health points (fifth line) | HLR\_001  HLR\_002  HLR\_005  HLR\_006 |
| ILR\_008 | The Pokemon Battle Simulator frontend shall control the position of the last Pikachu attack (sixth line) | HLR\_001  HLR\_005  HLR\_006 |
| ILR\_009 | The Pokemon Battle Simulator frontend shall control the position of the last Charizard attack (seventh line) | HLR\_001  HLR\_005  HLR\_006 |
| ILR\_010 | The Pokemon Battle Simulator backend should calculate Pikachu health points by subtracting the Charizard attack damage from the existing Pikachu health points | HLR\_005 |
| ILR\_011 | The Pokemon Battle Simulator backend should calculate Charizard health points by subtracting the Pokemon attack damage from the existing Charizard health points | HLR\_005 |
| ILR\_012 | The Pokemon Battle Simulator backend should select a Charizard attack based of the round number | HLR\_005 |
| ILR\_013 | The Pokemon Battle Simulator backend shall make the Pikachu health points equal to 0 if the Pikachu health points become a value of less than 0 | HLR\_005 |
| ILR\_014 | The Pokemon Battle Simulator backend shall make the Charizard health points equal to 0 of the Charizard health points become a value of less than 0 | HLR\_005 |
| ILR\_015 | The Pokemon Battle Simulator backend shall replay the round with a new user input if the same Pikachu attack is selected two times in a row | HLR\_005  HLR\_006 |
| ILR\_016 | The Pokemon Battle Simulator backend should replay the round with a new user input if a non-existent Pikachu attack is selected | HLR\_005  HLR\_006 |
| ILR\_017 | The Pokemon Battle Simulator backend should stop the simulation if Pikachu health points is equal to or less than 0 | HLR\_007 |
| ILR\_018 | The Pokemon Battle Simulator backend should stop the simulation if Charizard health points is equal to or less than 0 | HLR\_007 |