

# Traceability Matrix

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Requirement 1: TEST-INVALID-INPUT-ARG-TYPE, TEST-INVALID-NUM-OF-ARGS, TEST-INVALID-BLANK-SPACE-INPUT-ARG, TEST-INVALID-0-INPUT-ARG

Requirement 2: TEST-INT-VALID-INPUT-ARG, TEST-LARGE-INT-VALID-INPUT-ARG, TEST-VERY-LARGE-INT-VALID-INPUT-ARG

Requirement 3: TEST-VALID-START, TEST-TURN-SWAP, TEST-TURN-MULTI-SWAP

Requirement 4: TEST-NEG-INT-INPUT, TEST-CHAR-INPUT, TEST-WRONG-STRING-INPUT

Requirement 5: TEST-NORMAL-DROP, TEST-FULL-DROP

Requirement 6: TEST-ROT-COMMAND-FLIPS-BOARD, TEST-FLIP-COMMAND-TOKEN-GRAVITY,  
TEST-FLIP-COMMAND-WINS-GAME

Requirement 7: TEST-ROT-COMMAND-ROTES-BOARD, TEST-ROT-COMMAND-TOKEN-GRAVITY,  
TEST-ROT-COMMAND-WINS-GAME

Requirement 8: TEST-VERTICAL-CONNECT-FOUR, TEST-HORIZONTAL-CONNECT-FOUR,  
TEST-DIAGONAL-RIGHT-CONNECT-FOUR

Requirement 9: TEST-BOARD-BIGGER-THAN-9, TEST-DROP-AFTER-9, TEST-DROP-BEFORE-9