

Test Cases	Requirements Tested	UR_Main_Menu	UR_Option	UR_Damage	UR_Records	UR_Race_Track	UR_Endurance	UR_Difficulty_Level	UR_Save_Game	UR_Power_Ups	UR_Penalty	UR_Medal_Screen	FR_Boat_Health	FR_Damage	FR_Boat_Move	FR_Boat_Slowed_D	FR_Selection	FR_Compare	FR_Time_Stats
			2	4	5	1	2	2	10	3	1	1	2	1	1	1	2	4	3
boatInstantiationTest	3		X										X				X		
checkCollisionTest	1			X															
checkFinishedTest																			
getFinishTimeStringTest	2				X														X
getTotalTimeStringTest	2				X														X
checkValidCPUBoatTypes																			
playerInFirstTest	2				X													X	
playerNotInFirstTest	2				X													X	
playerReceivesCorrectMedal	1											X							
isPlayerLaneTest																			
updateMaxObstacleMultipleTest																			
updateMaxObstaclesSingleTest								X											
updateMaxObstaclesSingleDifficultyTest	1							X											
updateMaxObstaclesMultipleDifficultyTest	1							X											
obstacleInstantiationTest	1			X															
obstacleMovementCharacteristicTest	1			X															
applyPowerUpTest	1									X									
invalidPowerType																			
powerUpInitialisationTest	1									X									
saveBoatTest	1								X										
saveLaneTest	1								X										
saveObstacleTest	1								X										
savePowerUpTest	1								X										
loadBoatTest	1								X										
loadLaneTest	1								X										
loadObstacleTest	1								X										
loadPowerUpTest	1								X										
tupleToStringTest																			
boatSelectionTest	2		X														X		
controlsTest	2					X									X				
maxSpeedTest																			
minSpeedTest																			
roundsTest	2				X														X
finishLineRenderTest																			
enterFinalTest	1																	X	
missFinalTest	1																	X	
chosenBoatRenderTest																			
CPUBoatRenderTest																			
staminaBarDecreaseTest	1						X												
staminaBarRegenTest	1						X												
obstacleCollideTest	3			X									X			X			
progressBarTest																			
saveGameExitTest	1								X										
loadGameTest	1								X										
obstacleRenderTest																			
powerUpRenderTest	1									X									
penaltyTimeTest	1										X								
CPUBoatAvoidObstaclesTest																			
CPUBoatGoToPowerUpTest																			
BoatBreakTest	1													X					