Risk Analysis

**Test suite 1**

- board does not follow the requirement a dark light row patern in a 8X8 board”it influences the functionality of the game “

- The layout does not have that the right corner square nearest each player’s is dark and the left most one is light “it influences the functionality of the game”

- the pieces move only in the dark squares “it influences the functionality of the game”.

**Test suite 2**

- The player that as have the dark pieces does not start first (requirement 3.1). “ does not influence functionality of the game “

- There is no piece color switch at the end of consecutive games (requirement 3.2).”doesn not influence functionality of the game “

- There is no time limit or the time limit does not follow the requirement 4.1.” It can influence the game “.

- The player does not perform a required jump as in specification 4.2 “ it influence the functionality of the game “

- a proper message does not signal that the time limit has been reached as in requirement 4.3 “ does not influence functionality if the game “

- If the time limit has been reached and the player has not performed the move the player does not loses the game as in requirement 4.4 “it influence the functionality of the game”.

- if the requirement 5.1 are not performed “It influence the functionality of the game”

- if 5.2 requirement are not performed “It influence the functionality of the game”.

- If 5.3 requirement is not performed “It influences the functionality of the game “

- If 6.1, 6.2, 6.3, 6.4 requirements are not performed “It influences the functionality of the game“

- if 7.1, 7,2, 7.3 requirements are not performed “It influences the functionality of the game “

**Test suite 3**

8.1 A player wins by either capturing all of the other player’s or putting them into a position where they cannot move. it influences the functionality of the game

8.2 A player can also win if the other player resigns or forfeits the game as a result of a violation of the rules. it influences the functionality of the game

8.3 A game is declared a draw when neither player can force a win or nay both players agree to it . it influences the functionality of the game

I used a color based priority to define my risk analysis. I defined a local risk analysis, that is I defined risk analysis inside each test suite. My priority went around those requirements that in my understanding of the game and base on the specification will influence its functionality. That is, those requirements that have to do with moving and interaction in between pieces and the board layout.