ID	Requirement	Description	Inputs	Expected Outputs	Pass / Fail	Comments
A1.1	FR1	Load the proper look and feel depending on The OS	Start game on Ubuntu GNOME	SS1 screenshot displayed	P	
			Start game on MS Windows	SS2 screenshot displayed	P	
			Start game on Mac OS	SS3 screenshot displayed	P	
A1.2	FR2	Show current Contents of The pack	Click "Display" button when pack Is not empty	SS4 screenshot displayed	P	
			Click "Display" button when pack Is empty	SS5 screenshot displayed	P	
A1.3	FR3	Shuffle the pack	Click "Shuffle" button once	SS6 screenshot displayed	P	
			Click "Shuffle" button twice	SS7 screenshot displayed	P	
A1.4	FR4	Deal a card	Click on the deck	SS8 screenshot displayed	P	
A1.5	FR5	Select cards on the table	Click on an unselected card	SS9 screenshot displayed	P	
			Click on a selected card	SS10 screenshot displayed	P	
A1.6	FR6	Make a move	Select two cards next to each Other see (SS11)	SS12 screenshot displayed	P	
			Select two cards with a gap 2 card Gap in between see (SS13)	SS14 screenshot displayed	P	
			Make an invalid Move See (SS15)	SS16 screenshot displayed	P	
B1.1	FR7	Play for me once	Click "Once" button when cards on the table can Be joined see (SS17)	SS18 screenshot displayed	P	
			Click "Once" button when cards on the table Cannot be joined see (SS19)	SS20 screenshot displayed	P	

			Click "Once" button when there are no more moves in the game	SS21 screenshot displayed	P	
B1.2	FR8	Play for me a specified number of times	Click "X times" button, enter 20 and press "Ok" (see SS22)	SS23 screenshot displayed	P	
			Click "X times" button, enter -10 and press "Ok"	SS24 screenshot displayed	P	
			Click "X times" button, enter "abc" and press "Ok"	SS24 screenshot displayed	P	
B1.3	FR9	Quitting the game	Press 'x' exit button on the top of the window	SS21 screenshot displayed	P	
			Win the game See (SS25)	SS21 screenshot displayed	P	
B1.4	FR10	Saving the score see (SS21)	Leave the name field blank and press "save & exit" button	Program closes and player's score is not remembered	P	
			Enter name "Kevin" and exit. Then relaunch the game and quit immediately	SS26 screenshot displayed	P	

Requirement	Description
FR1	Load an appropriate look and feel at the start of the game, depending on the operating system.
FR2	Display contents of the pack.
FR3	Shuffle the pack.
FR4	Deal a card.
FR5	Select cards on the table.
FR6	Make a move.
FR7	Play for me once.
FR8	Play for me specified number of times.
FR9	Quitting the game
FR10	Saving the score.

ID	Requirement	Description	Inputs	Expected Outputs	Pass / Fail	Comments
B1.1	FR7	Play for me once	Click "Once" button when cards on the table can Be joined see (SS17)	SS18 screenshot displayed	P	
			Click "Once" button when cards on the table Cannot be joined see (SS19)	SS20 screenshot displayed	P	
			Click "Once" button when there are no more moves in the game	SS21 screenshot displayed	P	
B1.2	FR8	Play for me a specified number of times	Click "X times" button, enter 20 and press "Ok" (see SS22)	SS23 screenshot displayed	P	
			Click "X times" button, enter -10 and press "Ok"	SS24 screenshot displayed	P	
			Click "X times" button, enter "abc" and press "Ok"	SS24 screenshot displayed	P	
B1.3	FR9	Quitting the game	Press 'x' exit button on the top of the window	SS21 screenshot displayed	P	
			Win the game See (SS25)	SS21 screenshot displayed	P	
B1.4	FR10	Saving the score see (SS21)	Leave the name field blank and press "save & exit" button	Program closes and player's score is not remembered	P	
			Enter name "Kevin" and exit. Then relaunch the game and quit immediately	SS26 screenshot displayed	P	