Requirement Identifiers	Reqs Tested UR_FIRET	TRUCKS_UNIQUE_SPEC UR_FIRETRUCKS_REFI	LL UR FIRETRUCK REPAIR	UR ET UNIQUE SPEC	UR ET IMPROVEMENT	UR FIRETRUCK MIN START	UR_ET_MIN_STAR	R WIN CONDITION UR LOS	CONDITION UR ET DESTR	OYS STATION U	R MINIGAME	UR DIFFICULTY LEVEL	UR CONTROLLER	UR HIGHSCORE	UR MOBILE	UR INSTRUCTION	S UR GAME TIMER UR II	ITUITIVE UR_COLOUR_ACCESS	SIBILITY UR PATROI	ILS UR FORTRESS ATT
Test Cases	253	20	9 13	14	8	2	11	15	22	12	- 5	14	0	12			0 0	20		18
Test Implicitly	44																			
Alien_1.1	3							x									x		x	
Alien_1.2	4							x				X					x		x	
Alien_1.3.	4							x				X					x		x	
Alien_1.4	4							x				X					x		x	
Alien_1.5	4							x				X					x		x	
Alien_1.6	4							x				X					x		x	
Alien_1.7	4							x				X					x		x	
Alien_1.8								X									X	×	x	
BulletDispenser_1.1	7		x	X	x			x				X					x			x
BulletDispenser_1.2	6		x	X				x				X					x			x
BulletDispenser_1.3	6		X	x				x				X					X			x
BulletDispenser_1.4	6		X	x				x				X					X			x
BulletDispenser_1.5	6			X				x				X					X			x
Entity_1.1	13 X		X			X	x x		X	×				X					X	X
Entity_1.2	9 X	x	X		X		х	X	X					X						X
Entity_1.3	9 X	x	X		X		х	x	X					X						x
Entity_1.4	9 X	x	X		X		x	x	x					X						X
Entity_1.5	9 X	x	X		X		X	X	X					X						X
Entity_1.6	5						X	X	X					X						X
Entity_1.7	5						X		X					X						X
Entity_1.8	5						X		X					X						X
Entity_1.9	5						X		X					X						X
FireTruck_1.1	9 X	x	X			X	x x		X			X		x						
FireTruck_1.2	3 X						х										X			
FireTruck_1.3	3 X						X										X			
FireTruck_1.4	3 X						X										X			
FireTruck_1.5	3 X						х										х			
FireTruck_1.6	6	X					х		X	×				x						х
FireTruck_1.7	5	x							х	×				x						X
FireTruck_1.8	5 X		х		x							X								X
FireTruck_1.9	3 X	x								×		u u								
GameObject_1.1	6 X			X			X X					X					Х		X	
GameObject_1.2	4 X			X X			X												X	
GameObject_1.3	4 X			X			X												Ô	
GameObject_1.4	4 X			X			X												X	
GameObject_1.5	4 X			X X			X												X	
GameObject_1.6	4 X			^			X												X	
GameObject_1.7	2						X												X	
GameObject_1.8 GameObject_1.9	2						X												X	
	5 X		x	x	x		^										x		^	
StatBar_1.1 WaterStream 1.1	5 X	x		X	^					×							×			
vvaterotteam_1.1	5 A	^		^													X			
Key for colours:																				
Original Code:																				
Altered Code:																				
Alleled Code.																				