

ID	Requirement	Related Use Case	Fulfilled By	Test	Description
1	Application interface contains buttons, display.	N/A	MainWindow	Run Simulator in QT to test the UI.	The hardware HRV Device system was reproduced using QT's integrated user interface architecture. Additionally, using the mouse, each button can be clicked. An admin panel that enables more exact control of particular components of the simulator system is displayed beside the HRV Device.
2	Application battery level relies on time.	N/A	MainWindow	Device is turned on, Device's battery power level decreases with time.	As soon as the device is turned "ON" it starts to lose battery percentage. Device loses battery at a constant rate.
3	Session shows, coherence score, length (time) and achievement score.	N/A	MainWindow, Sensor	A session is started on the device, and skin is in contact with the device throughout the process until session ends.	When a session is started and device is in contact with skin, heart rate variability is generated against time.
4	Session stops when device is not in contact with skin	UC10	MainWindow, Sensor	Skin contact is set to false.	When a session is ongoing and skin contact is removed. The session stops immediately, the result is stored in history.
5	Device supports battery level 0 to 100	N/A	MainWindow	Turn on device, change power level in power level combobox in control panel.	Power level is changed using the combo box. Testers can adjust it to their testing needs.
6	Device loses battery when turned ON.	N/A	MainWindow	Turn on device, battery decreases.	Power level/Battery percentage starts to drop once the device is turned on at a constant rate.
7	Device supports 6 Breath levels	UC3	MainWindow, Menu	Select Breath level, menu to view the options	Breath Intervals can be selected between 6 options: 5,10,15,20,25,30.

				for breath intervals.	
8	Device supports 4 Challenge Levels	N/A	MainWindow	Select Challenge level, menu to view the options for challenge levels.	Challenge levels can be selected between 4 options: 1,2,3,4. Each of these options differ the results for coherence score and have different intervals for results.
9	User can view history of treatment	UC8	MainWindow, Menu	Select history, select relevant session record. View the results	Each recorded session has different results, users can view the results and track progress and improvements over time.
10	User can delete history of all treatments	UC9	MainWindow, Menu	Select clear history.	Navigating from the menu, setting into history and clear history, this removes all sessions. User is prompted to confirm to clear history.
11	Device simulation can be toggled ON and OFF. If device is off, no features and buttons work.	UC 1 and UC 2	MainWindow	Turn the device ON/OFF by pressing the power button. Press other buttons, nothing happens. Screen is inactive when device is off.	Power button determines the activity status of a device and affects the battery level. Device doesn't lose any battery when inactive and no features work. When device is ON, it loses battery and has lots of functionality.
12	Saved records saves achievement score, session time, challenge level, percentage of coherence level and average coherence score.	UC6	MainWindow, Menu	Stop a session, move the device to history showing the sessions history.	Once a session is stopped/interrupted/battery runs out. The session results are stored in history.
13	Device becomes inoperable when device battery level is 0.	UC1	MainWindow	Drain the device's battery level, once it hits 0, device turns off. Buttons and screen are non functional.	Whenever the battery level hits 0, the device has no power to run the device, it needs to be charged to make it operable.
14	At the start of the session, timer starts.	N/A	MainWindow	Start a session and check the "length" to see the timer.	Once a session is started, the length which represents the timer for the session. As the session is stopped the timer is stopped.