

Traceability Matrix

| | Test Cases | | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------|------------|-----|-----|-----|-----|-----|-----|-----|-----|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|-----|-----|-----|-----|-----|
| Requirement ID | 1.1 | 1.2 | 1.3 | 1.4 | 1.5 | 1.6 | 1.7 | 1.8 | 1.9 | 2 | 2.1 | 2.2 | 2.3 | 2.4 | 2.5 | 2.6 | 2.7 | 2.8 | 2.9 | 3 | 3.1 | 3.2 | 3.3 | 3.4 | 3.5 |
| FR_TIMER | x | | | | | | | | | | | | | | | | | | | | | | | | |
| FR_FINISH | | x | | | | | | | | | | | | | | | | | | | | | | | |
| UR_FINAL_PLACE | | | x | | | | | | | | | | | | | | | | | | | | | | |
| FR_COLLISIONS | | | | x | | | | | | | | | | | | | | | | | | | | | |
| UR_LOSS | | | | | | | | | | | | | | | | | | | | | x | x | | | |
| FRAnimations | | | | | x | | | | | | | | | | | | | | | | | | | | |
| FR_LANE_WARNING | | | | | | x | | | | | | | | | | | | | | | | | | | |
| FR_SPEED.CONTROL | | | | | | | x | | | | | | | | | | | | | | | | | x | |
| FR_COURSE_BOUNDARIES | | | | | | | | x | | | | | | | | | | | | | | | | | x |
| FR_AI | | | | | | | | | x | | | | | | | | | | | | | | | | |
| FR_MUSIC | | | | | | | | | | x | | | | | | | | | | | | | | | |
| NFR_RESPONSIVE | | | | | | | | | | | x | | | | | | | | | | | | | | |
| NFR_INFORMATION_TIME | | | | | | | | | | | | | | | | | | | x | | | | | | |
| FR_UNIQUE_BOATS | | | | | | | | | | | | x | | | | | | | | | | | | | |
| UR_MIN_BOATS | | | | | | | | | | | | x | | | | | | | | | | | | | |
| FR_OBSTACLE_INCREASE | | | | | | | | | | | | | x | | | | | | | | | | | | |
| FR_TIREDNESS | | | | | | | | | | | | | | x | | | | | | | | | | | |
| FR_PENALTY | | | | | | | | | | | | | | | | | | | | | | | x | | |
| NFR_GAME.LENGTH | | | | | | | | | | | | | | | x | | | | | | | | | | |
| FR_TITLE_SCREEN | | | | | | | | | | | | | | | | x | | | | | | | | | |
| FR_PAUSE_SCREEN | | | | | | | | | | | | | | | | | x | | | | | | | | |
| FR_UNIQUE_POWER_UPS | | | | | | | | | | | | | | | | | | x | | | | | | | |
| UR_POWER_UPS_COUNT | | | | | | | | | | | | | | | | | | x | | | | | | | |
| FR_GAME_MODES | | | | | | | | | | | | | | | | | | | | x | | | | | |