	Test Cases	collisionDetectionTest	obstacleIncrease	boundaryDetectionTest	ManualTest_tes tMultipleDifficulti es	ManualTest_ex planationTest	PrefsTest_integ erTest	PrefsTest_float Test	PrefsTest_array Test	PrefsTest_vecto	PrefsTest_boat TypeTest	PrefsTest_open ThrowTest	PrefsTest_open NoThrowTest	PrefsTest_close Test
Requirement ID's														
UR_BOAT_UNIQUENESS														
UR_DIFFICULTY_LEVEL														
UR_PADDLER S_STAMINA_ DECREASE														
UR_PLAYER_ PENALTY														
UR_OBSTACLES														
UR_OBSTACLES_COLLISION		x												
UR_UX						x								
UR_MOVEMENT														
UR_POWERUPS														
UR_RACE_TOTAL														
UR_DIFFICULTY_BEFORE_GAME					x									
UR_GAME_LENGTH														
UR_GAME_END														
UR_SAVE_FEATURE														
FR_CHOOSING_UNIQUE_BOAT														
FR_DIFFICULTY_SELECTION					х									
FR_OBSTACLE_RATE			x											
FR_BOUNDRY_DETECTION														
FR_AWARD_PENALTY														
FR_OBSTACLE_SPAWN														
FR_COLLISION_DETECTION														
FR_HIT_DECREASE_BOAT_CONDITION														
FR_INPUT_DETECTION														
FR_MOVEMENT														
FR_POWERUP_RATE														
FR_BOAT_BREAKING														
FR_GAME_DURATION														
FR_QUALIFIER_RACES														
FR_SAVE_GAME							x	x	x	x	х	x	x	х
FR_LOAD_GAME							x	x	x	x	x	х	x	x
NFR_MOVEMENT_EXPLANATION						x								
NFR_RULES_EXPLANATION						x								
NFR_POSITIVE_UX														
NFR_END_SCREEN														
NFR_ATTRIBUTES														