Requirements Acceptance Testing

Requirement	Pass/Fail	Comments
1.1.1	Pass	The user can see the whole map at all times
1.1.2	Pass	Plot gets a coloured border to show ownership; Plot output is shown when the user clicks on a plot; Picture of roboticon appears over plot when installed
1.1.3	Pass	This information is shown in left of GUI
1.2.1	Pass	Multiple easily identifiable landmarks
1.2.2	Pass	The map is split into 16 equal sized plots
1.2.3	Pass	The player's tiles can be easily identified by their coloured borders
1.2.4	Pass	The GUI loads in less than a second
2.1.1	Pass	
2.2.1	Pass	The user has to click on a plot, and then click the "Buy Plot" button in order to purchase
3.1.1	Pass	Roboticons can be upgraded with different modifications to affect different resource productions
3.2.1	Pass	Not implemented
3.2.2	Pass	
4.1.1	Pass	Can chose to play with multiple humans or AI Players
4.1.2	Pass	Up to 9 users can play the game
4.1.3	Pass	
4.2.1	Pass	
5.1.1	Pass	
5.1.2	Pass	
5.1.3	Pass	Phases 2 and 3 each have a 30 second time limit
5.2.1	Pass	A next button is provided in top left corner of the GUI
5.2.2	Pass	Changes between phases take less than a second
6.1.1	Pass	The player can buy roboticons on the market screen (phase 2)

6.1.2	Pass	The market will not produce roboticons if it has less than 10 ore
6.1.3	Pass	6.1.3 and 6.1.4 are a unified process which takes place on the roboticon (phase 2)
6.1.4	Pass	See 6.1.3
6.1.5	Pass	The player can install roboticons during phase 3 of the game by clicking on a plot they own, choosing a roboticon that they own, and clicking the install button
6.2.1	Pass	
7.1.1	Pass	
7.1.2	Pass	
7.1.3	Pass	
7.1.4	Pass	Food and energy is needed to produce resources
7.2.1	Pass	Resource production takes less than a second
7.2.2	Pass	Happens automatically when user moves to phase phase 4
8.1.1	Pass	The player can buy and sell to the market and other players
8.1.2	Pass	
8.2.1	Pass	
8.2.2	Pass	The player starts the game with 100 gold
9.1.1	Pass	
9.2.1	Pass	
10.1.2	Pass	
10.1.3	Pass	
10.1.4	Pass	