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| | Play Tests | | | | | | | |
| | Test Identifier | Requirements Satisfied | Brief description | Steps followed | Expected Outcome | Actual Outcome | Pass/Fail | Comments |
| | PT_36 | NFR_JAVA_VERSION | System is programmed using Java version 11. | we downloaded java 11 | we can use java 11 | we were able to use java 11 | P | |
| | PT_37 | NFR_SYSTEM_SIZE | The size of the end system is manageable such that it can be run on various devices. | we observed how many system resource are used | not many are used | not many were used | P | |
| | PT_38 | NFR_COMPATIBILITY_SUPERCEDED | The system runs on Linux and Windows | N/A | N/A | N/A | N/A | NFR_COMPATIBILITY_SUPERCEDED is encapsulated by NFR_COMPATIBILITY |
| | PT_39 | NFR_COMPATIBILITY | The system runs on Linux, Windows and MacOS. | We ran the game on windows 10 & 11, MacOS, Arch Linux with X11 | It works | It works fine | P | |
| | PT_40 | NFR_PERFORMANCE | The system appears to respond immediately to user input. | we used the system | it is responsive | it was responsive | P | |
| | PT_41 | NFR_SCALABILITY | The system supports further development by another team. | N/A | N/A | N/A | N/A | Not playtestable |
| | PT_42 | NFR_MAINTAINABILITY | The system is well-documented following relevant coding standards. | N/A | N/A | N/A | N/A | Not playtestable |
| | PT_43 | NFR_RELIABILITY | The system does not suffer from failures that affect player experience. | we played through the game multiple times after having completed it | there is no bugs that affects a player's experience | there was no bugs that affects a player's experience | P | |
| | PT_44 | NFR_COMPLIANCE | The system conforms to the current industry regulated standards relevant to its domain. | N/A | N/A | N/A | N/A | Not playtestable |
| | PT_45 | NFR EFFICIENCY | The system minimises CPU and resource use while running to optimise performance. | We played through the game and checked to make sure the game wasn't using over a reasonable amount of CPU utilisation and other system resources | The game uses a reasonable amount of CPU and system resources | The game does indeed use a reasonable amount of CPU and system resources | P | We removed redundant assets |