		Junit Tests			
	Test Identifier	**Requirements Satisfied**	**Brief description**	**Pass/Fail**	**Comments**
	J_1	FR_START_GAME, FR_SETTINGS_SCREEN, FR_START_SCREEN, FR_INTERACTION_TRIGGER,	Tests whether the button properties are set properly after initialisation.	P	
	J_2	UR_IINTERACTION, FR_START_GAME, FR_INTERACTION_MENU, FR_COMPLETE_ACTION,	Tests if the isClicked method returns True for clicks inside the boundaries of the button.	P	
	J_3	UR_IINTERACTION, FR_START_GAME, FR_INTERACTION_MENU, FR_COMPLETE_ACTION,	Tests if the isClicked method returns False for clicks outside the boundaries of the button.	P	
	J_4	UR_IINTERACTION, FR_START_GAME, FR_INTERACTION_MENU, FR_COMPLETE_ACTION,	Tests isClicked method with negative coords.	P	
	J_5	UR_IINTERACTION, FR_START_GAME, FR_INTERACTION_MENU, FR_COMPLETE_ACTION,	Tests if the isClicked method returns True for clicks on the buttons boundaries	P	
	J_6	NFR_RELIABILITY	Tests initialising a Button with zero width.	P	
	J_7	NFR_RELIABILITY	Tests initialising a Button with zero height.	P	
	J_8	NFR_RELIABILITY	Tests initialising a Button with negative coords.	P	
	J_9	NFR_RELIABILITY	Tests handling of large numbers for initialisation and clicks.	P	

	J_10	FR_DISPLAY_ENERGY	Tests if initial energy is 10.	P	
	J_11	FR_DISPLAY_ENERGY, FR_COMPLETE_ACTION, FR_TEST_ENERGY	Tests decreaseEnergy method to ensure it decreases the energy level correctly. Checks the energy level decreases by the specified amount and doesn't fall below zero.	P	
	J_12	FR_DISPLAY_ENERGY, FR_COMPLETE_ACTION, FR_TEST_ENERGY	Tests increaseEnergy method to ensure it correctly increases the energy level. Checks the energy level increases by the specified amount and doesn't exceed the max cap of 10.	P	
	J_13	FR_DISPLAY_ENERGY, FR_COMPLETE_ACTION	Tests getTextureName method to ensure it returns the correct texture path based on the current energy level. Checks the texture name updates correctly as energy level changes.	P	
	J_14	FR_TEST_LEADERBOARD, UR_LEADERBOARD	Test if doesPlaceTop10 method accurately determines a score belonging in the top 10	P	
	J_15	FR_TEST_LEADERBOARD, UR_LEADERBOARD	Test if doesPlaceTop10 method accurately determines a score not belonging in the top 10	P	

	J_16	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Checks the texture name updates correctly as energy level changes.	P	
	J_17	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test if readFromSaved successfully reads from a csv already containing values.	P	
	J_18	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test if writeToFile method successfully writes new scores to the leaderboards csv file	P	
	J_19	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test that registerResult method successfully adds a new player and score to the leaderboard	P	
	J_20	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test that registerResult method successfully replaces an existing player's improved score.	P	
	J_21	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test that registerResult method successfully rejects a player's score if they already have a score on a leaderbaord that is not full	P	
	J_22	FR_TEST_LEA DERBOARD, UR_LEADERB OARD	Test that registerResult method successfully puts new score in the correct position.	P	
	J_23	FR_TEST_SCO RE, FR_SCORING	Tests if the initial score is 0	P	

	J_24	FR_TEST_SCORE, FR_SCORING	Tests study hours and locations are successfully recorded ready for score calculation	P	
	J_25	FR_TEST_SCORE, FR_SCORING	Tests eating hours and count are successfully recorded ready for score calculation	P	
	J_26	FR_TEST_SCORE, FR_SCORING	Tests recreational activity hours and locations are successfully recorded ready for score calculation.	P	
	J_27	FR_SCORING	Tests a calculating score based on various activities.	P	
	J_28	FR_TEST_SCORE, FR_SCORING	Tests resetting daily counters.	P	
	J_29	FR_TEST_SCORE, FR_SCORING	Tests multiple activities locations and counts are successfully recorded.	P	
	J_30	FR_SCORING, UR_STREAKS	Test correct score is calculated after a full game run through	P	
	J_31	FR_TEST_SCORE, FR_SCORING	Test score is set to 0 after player fails to study for 2 days	P	
	J_32	FR_TEST_SCORE, FR_SCORING, UR_STREAKS	Tests that the streaks are correctly awarded	P	
	J_33	FR_TIME, FR_TEST_TIME	Test the initial state of Time. Checks the time starts at 0.	P	
	J_34	UR_TIME_SKIP,	Test Time classes reset functionality. Checks the time is set back to 0 after being incremented.	P	

	J_35	UR_TIME_SKIP ,	Test the increment time functionality. Checks the elapsed time is correctly incremented.	P	
	J_36	FR_DISPLAY_ TIME, FR_TIME, FR_TEST_TIM E	Tests calculation of game hours based on elapsed time. Checks the hours are calculated correctly starting at 8am.	P	
	J_37	FR_TEST_TIM E	Tests Time class when a negative increment is applied. Checks the elapsed time does not decrease below zero	P	