

Test -->	Man_1	Man_2	Man_3	Man_4	Man_5	Man_6	Man_7	Man_8	Man_9	Man_10	Man_11	Man_12	Man_13	Man_14	Man_15	Man_16	Man_17	Man_18	Man_19	Man_20	Auto_1	Auto_2	Auto_3	Auto_4	Auto_5	Auto_6	Auto_7	Auto_8
Requirement																												
UR_PLATFORM		x														x												
UR_GAME_INIT	x	x																										
UR_SHIP_CONTROL			x																									
UR_COMPETING_COLLEGES							x																					
UR_LEARNING_CURVE																												
UR_GAME_DURATION																												
UR_GAME_OBSERVABILITY																		x										
UR_FRIENDLY_SHIP_ENCOUNTER											x																	
UR_HOSTILE_SHIP_ENCOUNTER																			x					x	x	x	x	
UR_FIRE_WEAPONS				x																								
UR_BULLET_DODGE			x																		x	x						
UR_FRIENDLY_BUILDING_INTERACT																												
UR_HOSTILE_BUILDING_COMBAT																			x					x	x	x	x	
UR_HOSTILE_COLLEGE_CAPTURE								x																				
UR_EARN_MONEY								x															x					
UR_EARN_POINTS								x																				
UR_QUEST_PROGRESS								x																				
UR_GAME_WIN								x																				
UR_GAME_LOSE								x	x																			
UR_SHIP_COMBAT																				x	x	x		x	x	x	x	
UR_OBSACLE_ENCOUNTER					x																							
UR_WEATHER_ENCOUNTER																				x								
UR_SPEND_MONEY													x															
UR_POWER_UPS												x															x	x
FR_VIEWPORT_SCALING		x																										
FR_MIN_FPS																												
FR_CROSS_PLATFORM_WIN																	x											
FR_CROSS_PLATFORM_MAC																	x											
FR_CROSS_PLATFORM_GNU_LINUX																	x											
FR_GAME_RESET	x											x																
FR_SHIP_KB_INPUT			x	x																								
FR_COLLEGE_ENTITY_TRACKING																				x								
FR_FRIENDLY_AI											x																	
FR_FRIENDLY_INTERACT											x																	
FR_HOSTILE_AI																				x								
FR_PLAYER_FIRE				x																	x	x						
FR_PLAYER_AMMO				x												x					x	x						
FR_BULLET_TRAVEL				x																								
FR_MONEY_TRACKING																x												
FR_MONEY_UPDATE								x																				
FR_POINTS_TRACKING								x								x												
FR_POINTS_UPDATE								x																				
FR_QUEST_TRACKING								x														x						
FR_QUEST_RANDOMISE								x																				
FR_QUEST_OBJECTIVE								x																				
FR_BOSS_UNLOCK_TRACKING								x																				
FR_BOSS_SPAWN																				x								
FR_GAME_WIN									x														x					
FR_PLAYER_DEFEAT									x															x	x	x		
FR_SCENARIO_FAIL									x																			
FR_GAME_DIFFICULTY																x												
FR_SAVE_POINT												x																
NFR_SHIP_COLLISIONS					x																							
NFR_WORLD_COLLISIONS					x																							
NFR_BULLET_COLLISIONS				x																								
NFR_USER_INPUT_LAG																		x										
NFR_AI_LAG																		x										
NFR_RENDER_SMOOTHNESS																		x										
NFR_COLOURBLINDNESS																			x									
NFR_EASE_OF_USE																			x									
NFR_GAME_DURATION								x	x						x													
NFR_LARGE_ASSETS																				x								
NFR_NO_FLASHING																				x								

Key

x

Test links to requirement

Exists, but no test for it yet

Doesnt exist

Manual Test Relation table for Traceability matrix

ID	Feature that relates tests	Manual Test IDs
Man_1	Menu Buttons	1, 2
Man_2	Screen Size	3, 4, 5, 6, 7
Man_3	Movement	8, 9, 10, 11, 12, 13, 14, 15
Man_4	Shooting	16, 17, 18, 19, 20, 21, 22, 23, 24, 27, 28, 29, 30
Man_5	Collision	25
Man_6	Quit	31, 32
Man_7	Destruction	33
Man_8	Objectives	34, 35, 36, 48, 84, 86, 88
Man_9	Fail States	37
Man_10	Health	38
Man_11	AI	39, 90
Man_12	Restart	40, 55, 56, 57, 85, 87
Man_13	Powerups	41, 42, 43, 44, 45, 91, 92, 93
Man_14	Shop	46, 47
Man_15	Difficulty	49, 50, 51
Man_16	Extreme Values	58, 59, 60, 61, 62, 63, 64
Man_17	OS	65, 66, 67
Man_18	Lag/Input Smoothness	68, 80
Man_19	Accessibility	69, 70, 81, 82, 83
Man_20	Combat	71, 72, 73, 74, 76, 77, 78

Tests were grouped together based on rough relations to prevent the travability matrix from being several hundred columns wide for tests that cover the same user requirements. The first column is the ID used in the matrix, the second is the category and the final column is what tests are associated with the category.

For Auto_1 through Auto_8 please refer to the automatic testing table and match the test numbers.