

The purpose of this document is to list all of the requirements and relate them to the testing file in order to help verify that we have met all requirements we set out to do.

Requirement	Test File(s)	Test Method(s)	Additional Notes
UR_RATING & NFR_AGE_LIMITATIONS	N/A	N/A	Automated testing not applicable
UR_LICENSING & NFR_LICENSING & FR_CREDITS	N/A	N/A	Automated testing not applicable
UR_EVENTS	AssignmentEventTest.java ClosingDoorEventTest.java DoorEventTest.java DoubleScoreEventTest.java HiddenWallEventTest.java KeyEventTest.java LongBoiEventTest.java SlowDownEventTest.java SpeedUpEventTest.java WaterSpillEventTest.java WinEventTest.java	All of the methods within these files ensure the events operate correctly and modify the score appropriately.	Too many methods to list them all individually here.
UR_SCORING & FR_SCORING	All event test files, as in the previous row.  LeaderboardTest.java LeaderboardEntryTest.java	testScoreModifier() testScoreModifierAddsPoints() testScoreModifierSubtractsPoints()  All test methods within these two files ensure that leaderboardEntry's are ordered correctly.	Or equivalent tests in each event test file
UR_MAP & FR_MAP_LOADING	MapMangerTest.java	All test methods within this file ensure that any pre-generated map would work as intended with entity collisions.	The rendering part of this requirement is not applicable for automated testing.

UR_PAUSE & FR_PAUSING	TimerTest.java	playTest() pauseTest() doublePlayTest() doublePauseTest()	
UR_RESTART & FR_RESTART	WinScreenTest.java	resetTest()	Doesn't test the rendering, only that variables are reset.
UR_STYLE	N/A	N/A	Automated testing not applicable.
UR_TIME & NFR_GAME_TIME	TimerTest.java	hasElapsedTest() hasNotElapsedTest() createTimerTest()	Ensures that the timer returns that it has elapsed. Therefore it just needs to be instantiated with 5 minutes initially.
UR_SYSTEM_REQ UI REMENTS & NFR_RUNTIME & NFR_SYSTEM_R ESTRICTIONS	N/A	N/A	Automated testing not applicable.
UR_CAMERA & FR_GAME_CAMERA	N/A	N/A	Requirement is just about rendering, so manual testing is more applicable.
UR_ENDING	WinScreenTest.java	All test methods within this file.	
UR_UI	N/A	N/A	Requirement is just about rendering stuff, so manual testing is more applicable.
UR_PROGRAMMING_LANGUAGE & NFR_LANGUAGE	See right	See right	This is not tested by a test file / JUnit, however it is tested through the use of github actions whenever we push to the github repository (see CI document for more detail)
UR_MAIN_MENU & FR_MAIN_MENU & FR_SETTINGS	None		Requirement is just about rendering stuff, so manual testing is

			more applicable.
UR_ACHIEVMENTS & FR_ACHIEVEMENT_S_DISPLAY	AchievementsTest.java	All test methods in this file.	
UR_LEADERBOARD & FR_LEADERBOARD_DISPLAY	LeaderboardTest.java LeaderboardEntryTest.java	All test methods in these files.	
UR_EVENT_COUNTER	EventCounterTest.java	All test methods in this file.	
FR_POSITIVE_EVENTS	DoubleScoreEventTest.java LogBoiEventTest.java SpeedUpEventTest.java	All test methods within these files ensure the events work as intended.	
FR_NEGATIVE_EVENTS	AssignmentEventTest.java SlowDownEventTest.java KeyEventTest.java DoorEventTest.java DeanTest.java	All test methods within these files ensure the events work as intended.	
FR_HIDDEN_EVENTS	ClosingDoorEventTest.java HiddenWallEventTest.java WaterSpillEventTest.java	All test methods within these files ensure the events work as intended.	
FR_MAP_STYLE	N/A	N/A	Automated testing not applicable
FR_EVENT_STYLE	N/A	N/A	Automated testing not applicable
FR_WIN_SCREEN & FR_LEADERBOARD_NAME_INPUT	WinScreenTest.java	All test methods within this file.	
FR_LOSS_SCREEN	None		Requirement is just about rendering stuff, so manual testing more applicable.

To summarise, the requirements (grouped together where applicable) that have not been automatically tested are:

- UR\_RATING & NFR\_AGE\_LIMITATIONS
  - As determining an age rating for a game requires human judgement
- UR\_LICENSING & NFR\_LICENSING & FR\_CREDITS
  - Because determining whether licensing has been performed correctly requires human judgement
- UR\_STYLE, FR\_MAP\_STYLE & FR\_EVENT\_STYLE
  - Because determining if a game has a consistent art style requires human judgement
- UR\_SYSTEM\_REQUIREMENTS, NFR\_RUNTIME & NFR\_SYSTEM\_RESTRICTIONS
  - Because determining if a game runs 'smoothly' requires human judgement
- UR\_UI, UR\_CAMERA & FR\_GAME\_CAMERA
  - Because this is just how the game elements are rendered to the screen, so much easier to test manually
- UR\_MAIN\_MENU, FR\_MAIN\_MENU, FR\_SETTINGS & FR\_LOSS\_SCREEN
  - Again, this is just how elements are rendered to the screen with not any critical logic, so much easier to test manually

Therefore our checklist for manual tests is as follows:

- UR\_RATING
- NFR\_AGE\_LIMITATIONS
- UR\_LICENSING
- NFR\_LICENSING
- FR\_CREDITS
- UR\_STYLE
- FR\_MAP\_STYLE
- FR\_EVENT\_STYLE
- UR\_SYSTEM\_REQUIREMENTS
- NFR\_RUNTIME
- NFR\_SYSTEM\_RESTRICTIONS
- UR\_UI
- UR\_CAMERA
- FR\_GAME\_CAMERA
- UR\_MAIN\_MENU
- FR\_MAIN\_MENU
- FR\_SETTINGS
- FR\_LOSS\_SCREEN