	UD MOVEMENT	UD INTERACTION	LID DIFFERENCE	VID OFFIDAMIO	I'D DEGRE (TIO)	LID OF PERDIC	IID FAMILIA	LID GOVERNOVA	VID A GODGOVDIV
PLAYERTEST	UR_MOVEMENT	UR_INTERACTION	UR_INTERFACE	UR_STUDYING	UR_RECREATION	UR_SLEEPING	UR_EATING	UR_CONTROLS	UR_ACCESSIBIL
overWritePos	x								
	X							X	
goodrickeTest		X				X			
compSciTest		X		X					
ducksTest		х			X				
piazzaTest		х		х			х		
gymTest		х			х				
nisaTest		х					х		
ASSETTEST									
testPlayerAssetExists			х						х
testEndScreenAssetExists			х						
testLeaderboardScreenAssetExists			x						
testMainControlScreenAssetExists			x					x	
testMainGameScreenAssetExists			x	x	х	x	х		
testMainMenuScreenAssetExists			x					x	x
testMainSettingsScreenAssetExists			x						
testNameInputScreenAssetExists			x						
testTypingGameAssetExists			Y	ν					
testGameMusicAssetExists			^	^					+
				1					
testGameSoundAssetExists			+						+
PERSISTENCETEST									
persistenceTest									
LEADERBOARDTEST									
testEmptyLeaderboard									
testAddOne									
testAddOverSize									
testSorting									
MANUALTEST									
		x			x				
	2	Х			х				
	3	Y					х		
	1	×					^		
	5	· ·		<u>,</u>					
	3 x	X		X					
,	′ x								
	3 x								
	x								
10		х				х			
	1 x								
12									
13	В								
14									
15									
16									
17									
18									
19			+						+
20									
		X	+		+				+
21									
22								X	
1	3								
24	:1								
	'l								
24									
2 <sup>4</sup> 25	6								
24 25 26 27	7								
2 <sup>2</sup> 25 26	3								

	UR_OBJECTIVE	UR_GAME_LENGTH	UR_GAME_OVER	UR_PLAYER_SCORE	UR_MAP_DESIGN	UR_CAMPUS_BUILDING	UR TIME SCALE	UR_BACKSTORY	UR_CHARACTER	UR_TIME_SKIP
LAYERTEST										
verWritePos										
goodrickeTest					x					
compSciTest					x					
ducksTest					Y					
piazzaTest					Y					
gymTest					Y					
nisaTest					Y					
ASSETTEST					^					
testPlayerAssetExists									v	
estEndScreenAssetExists										
estLeaderboardScreenAssetExists										
estMainControlScreenAssetExists										
estMainGameScreenAssetExists										
estMainMenuScreenAssetExists										
estMainSettingsScreenAssetExists										
estNameInputScreenAssetExists		+								
estTypingGameAssetExists		+								
estGameMusicAssetExists	+	+	+		+					
		+	-							
estGameSoundAssetExists PERSISTENCETEST	+	+	+	1	+					
persistenceTest		+								
EADERBOARDTEST										
		-								
estEmptyLeaderboard										
estAddOne										
estAddOverSize										
estSorting										
MANUALTEST										
	1									х
	2									х
	3									
	4									x
	5									х
	6									
	7									
	8									
	9									
	10									х
	11				х	х				
	12	x								
	13			1						
	14			1						
	15									
	16									
	17									
	18	1		1						
	19	х								
	20	1								
	21									
	22 x									
	23									
	24		x							
	25		x							
	26			х						
								х		
							х			
							х			

		VID. 131-1-1-1	VID. OFFICE CO.		VID. GGODE DEDGESSES	VID VIOLET	VID
	UR_TIME_SKIP_ANIMAT UR_MUSIC	UR_ENDING	UR_STUDY_GAME	UR_LEADERBOARD	UR_SCORE_PERSISTENCUR_HI_SCORE	UR_USERNAME	UR_STREAKS
PLAYERTEST							
overWritePos							
goodrickeTest							
compSciTest							
lucksTest							
iazzaTest							
yymTest							
isaTest							
ASSETTEST							
estPlayerAssetExists							
estEndScreenAssetExists		х					
estLeaderboardScreenAssetExists		x		х			
estMainControlScreenAssetExists							
estMainGameScreenAssetExists							
estMainMenuScreenAssetExists							
estMainSettingsScreenAssetExists	<u></u>			+			
	x						-
estNameInputScreenAssetExists				+		X	_
estTypingGameAssetExists	<del>                                     </del>		X				
estGameMusicAssetExists	x						
estGameSoundAssetExists							
PERSISTENCETEST							
persistenceTest					x		
EADERBOARDTEST							
estEmptyLeaderboard				x			
estAddOne				х		x	
estAddOverSize				x	x	х	
estSorting				x	×	x	
MANUALTEST							
	1						
	2						
	3						
			х				
	5		х				
	5						
7	7						
8	3						
9							
10							
1:							1
						x	
13				x		x	
14				<u> </u>		^	
15							×
							x
16							x
17			X				
18			х				
19							
20							
21				х	x	x	
22							
23				x		x	
24							
25							
26				+			
26							-
	x						_