

Req. ID	Precondition	Action	Postcondition
1.a	Game must have begun and is in an active play state	User presses right mouse button.	The solution displays a missile that has been launched.
1.b	Game must have begun and is in an active play state	User does not press anything	A missile is not launched, nothing occurs.
	Game must have begun and is in an active play state	User presses the left mouse button	No missile is launched, game closes (Requirement 4)
1.c	Game must have begun and is in an active play state	User presses the space bar	The solution displays a missile that has been launched.
1.d	Game is active and there are 5 missiles on screen	User presses right mouse button.	No missile is launched
1.e	Game is active and there are 5 missiles on screen	User presses the space bar	No missile is launched
	Game is active and there are 5 missiles on screen	A 6th missile appears on screen	The most recent missile is removed
1.f	Game is active a missile goes off screen	The game removes the missile from being active	The missile that went off screen is no longer active and is removed
1.g	Game is active and a missile is launched	The missile uses the preconfigured constant rate of movement to move across screen	The missile moves across screen at the same rate
1.h	Game is active and a missile is launched and no constant rate is defined	The missiles default to the same rate of speed	The missile moves across screen at the same rate
	Game is active play state, successful missile launch input, 5 or less missiles displayed	Missile launch input has occurred and system successfully launches missile	Missile appears on center bottom of players' screen
1.i	Game is in active play state, no missile launch input condition met	System does not force a ship launch	No missile created, does appears on the center bottom of players' screen
	Game is active play state, successful missile launch input, 5 missiles displayed	System does not force a ship launch	No missile created, does appears on the center bottom of players' screen
1.j	Game is active	User presses right mouse button.	Missile launches and maintains a constant verticle direction from the launch point
	Game is active	User presses the space bar	Missile launches and maintains a constant verticle direction from the launch point
1.k	Game is active, missile is active, and ship is active	The missile collides with the ship	Signal that the the missile collided with the ship
2			
2.a	Game must be active and no ships are detected	System attempts to launch a ship	Ship appears on the players screen
2.b	Game must be active and ships are already detected	System does not force a ship launch	Ships should only spawn based on the config rate
2.c			
2.d	Game must be active and ready to launch a ship	System launches based on the config rate	Ships launch at a 30% rate (up to 10 ships)
2.e	Game must be active and ready to launch a ship	System tries to launch based on a rate of 0%	Ships only launch when none are detected (max of 1)
	Game must be active and ready to launch a ship	System tries to launch based on a rate of 100%	10 ships should always be on-screen
2.f	Game must be active and ready to display a ship	System selects ship based on config rate	System displays a ship of the allowed types
2.g	Game must be active and ready to display a ship	Config rate for ships cannot be found	A default ship type is chosen to display
2.h	Game must be active and ready to display a ship	Config rate for a ship is set to 100%	System displays the ship type set to 100%
2.i			
2.j			
2.k			
2.l			
2.m			
2.n			
2.o			
2.p			
2.q			
2.r			
2.s			
2.t			
2.u			
2.v			
2.w			
2.x			
2.y			
2.z			
3			
4			
5			
6			

Credits:

Team PopQuiz

David Dunlop, Elijah Cox, Steven Mullins