

## Cross references

- The user stories were based on use case titles that we had thought about before creating the user stories. At first these titles were abstract but for the ease of writing user stories we added names to it. This (cleaned file) is in the github project repository under user story folder and it is named Userstorytitles.
- The references from user stories to object diagrams can be found in the user stories folder in the file Userstory-objectdiagram.pdf.
- The refereces from storyboards to user stories:  
Logs of the functionalities can be found in github logs.  
These storyboards contain tests for all major functionalities and functions.
  - StartGame storyboard      from user story 2
  - SetNames storyboard              from user story 6
  - Rematch storyboard              from user story 4
  - PutSeedInStore storyboard      from user story 10
  - Capture storyboard              from user story 15
  - CheckEnd storyboard              from user story 32
  - FreeMove storyboard              from user story 17
  - TopTen storyboard              from user story 34
  - GetOpponent storyboard from user story 35
  - EndInDraw storyboard      from user story 21
  - FullCycleSow storyboard from user story 33
  - FirstMove storyboard              from user story 5
  - GetOppositeHouse sb      from user story 4
  - GetHouse storyboard              from user story 5
  - ChangeTurn storyboard      used in many user stories

These storyboards contain tests for these functions and constructors:

- Application class
  - Application()
  - changeTurn()
  - checkEnd()
  - getFirstPlayer()
  - getSecondPlayer()
  - startGame()
  - updateTopTen()
- Player class
  - Player(String name, boolean firstplayer)

- capture()
- checkEnd()
- getHouse()
- getOpponent()
- initStoreAndHouses()
- playHouse()
- House class
  - House(int index)
  - getOpposite()
  - getPlayer()
- Also the distributevisitor is tested by using the playHouse() function that uses the visitor.