

Name	ID	Priority	Requirement	Area	Pre-Condition	Input	Output	Rationale	Steps
Valid coordinate pair	1	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"C3"	"Enter a number to place at C3 or 's' to display a list of valid numbers: "	Is a valid coordinate	1) Start from mygame.txt, 2) Enter "C3" into the coordinates
Reversed coordinate	2	High	#2: The software shall handle both "B2" and "2B" coordinate inputs in the same way.	Coordinate parsing	None	"3C"	"Enter a number to place at C3 or 's' to display a list of valid numbers: "	Valid coordinates can be reversable and will be reformatted	1) Start from mygame.txt, 2) Enter "3C" into the coordinates
Lowercase coordinate	3	High	#3: The software shall handle both "B2" and "b2" coordinate inputs in the same way.	Coordinate parsing	None	"c3"	"Enter a number to place at C3 or 's' to display a list of valid numbers: "	Valid coordinates can be lowercase and will be reformatted	1) Start from mygame.txt, 2) Enter "c3" into the coordinates
Invalid low number (zero)	4	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"C0"	"ERROR: Square C0 is invalid."	1 <= number <= 9	1) Start from mygame.txt, 2) Enter "C0" into the coordinates
Invalid high number	5	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"C12"	"ERROR: Square C12 is invalid."	1 <= number <= 9 and length must be 2	1) Start from mygame.txt, 2) Enter "C12" into the coordinates
Invalid letter	6	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"J3"	"ERROR: Square J3 is invalid."	Letter must be between "A" and "I" inclusive	1) Start from mygame.txt, 2) Enter "J3" into the coordinates
Single input	7	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"C"	"ERROR: Square C is invalid."	Length must be 2	1) Start from mygame.txt, 2) Enter "C" into the coordinates
Invalid characters	8	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	">@"	"ERROR: Square >@ is invalid."	Not a coordinate	1) Start from mygame.txt, 2) Enter ">@" into the coordinates
Word input	9	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"water"	"ERROR: Square sudoku is invalid."	Length must be 2	1) Start from mygame.txt, 2) Enter "water" into the coordinates
Blank input	10	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	Enter	"ERROR: Square is invalid."	Length must be 2	1) Start from mygame.txt, 2) Press enter
Case sensitive "q"	11	High	#1: The software shall recognize if the user types something other than a coordinate or the letter 'Q' to quit.	Coordinate parsing	None	"q"	"What file would you like to save your game to? "	Can be lowercase or uppercase	1) Start from mygame.txt, 2) Enter "q" into the coordinates