Use Case	Reqiurement Number	Requirement Description	Status	Test Case
Title Screen	1.1	The game will have a title screen, where the user can select a new game or to load a previous game.	Completed	Manual Test
Title Screen	1.2	The title screen will have an image of the pokemon.	Completed	Manual Test
Title Screen	1.3	The title screen will have the name of the game.	Completed	Manual Test
Title Screen	1.4	The game's options will be able to be changed from here.	Not Completed	
Title Screen	1.5	The title screen will have a soundtrack.	Not Completed	
Title Screen	1.6	The player will be able to create a new game save.	Completed	Manual Test
Title Screen	1.7	The player will be able to load a game save	Not Completed	
Overworld	2.1	The player will be able to walk around the world from a top camera perspective.	Completed	Manual Test
Overworld	2.2	The camera will follow the player when the player goes to the border of the screen.	Completed	Manual Test
Overworld	2.3	The player will be able to walk into grass to encounter a wild pokemon.	Completed	Manual Test
Overworld	2.4	The player will be able to enter different buildings.	Completed	Manual Test
Overworld	2.5	There will be different coloured tiles to indicate a shift in environment.	Completed	Manual Test
Overworld	2.6	There will be different biomes the player wil, go through e.g snow, plains and water.	Completed	Manual Test
Overworld	2.7	The player will be able to pick up items scattered throughout the world.	Completed	Manual Test
Player	3.1	The player will be able to use the WASD keys to explore the world.	Completed	Unit Test
Player	3.2	The player will be able to use the E key to interact.	Completed	Manual Test
Player	3.3	The player will be able to use F to bring up their bag, which will show them their current Pokemon, Items and Save options.	Not Completed	
Player	3.4	The player will be able to hold a maximum of 6 pokemon.	Completed	Unit Test
Player	3.5	Once a player has 6 Pokemon, any captured Pokemon should go to their box which they can view from the PokeCentre.	Completed	Unit Test
Pokemon	4.1	Each Pokemon will have their own statistics including: Health, Physical Attack, Physical Defense, Special Attack, Special Defense, Speed	Completed	Unit Test
Pokemon	4.2	Each of these statistics will have a base statistic which will be plugged into a formula with the level of the Pokemon to generate the current statistic.	Completed	Unit Test
Pokemon	4.3	Pokemon will gain experience when they defeat another Pokemon.	Completed	Manual Test
Pokemon	4.4	Pokemon will give experience based on their level.	Completed	Unit Test
Pokemon	4.5	When a Pokemon reaches a threshold of experience, they will level up.	Completed	Unit Test
Pokemon	4.6	Pokemon will have either one or two types.	Completed	Manual Test
Pokemon	4.7	Each Pokemon will have their own moves from the moves implemented into the game.	Completed	Manual Test
Wild Pokemon Battle	5.1	The player will encounter a Pokemon when they walk into grass.	Completed	Manual Test
Wild Pokemon Battle	5.2	The player will be able to catch / fight / run away from this pokemon.	Completed	Manual Test
Wild Pokemon Battle	5.3	The pokemon will be randomly generated between a range of levels.	Completed	Unit Test
Wild Pokemon Battle	5.4	The player will be able to heal their pokemon in the fight.	Completed	Manual Test
Wild Pokemon Battle	5.5	The player will be able to catch the wild pokemon.	Completed	Manual Test
Trainer Pokemon Battle	6.1	The player will be able to fight a range of trainers with a range of Pokemon.	Completed	Manual Test
Trainer Pokemon Battle	6.2	The player will be able to heal their pokemon in the fight.	Completed	Manual Test
Trainer Pokemon Battle	6.3	The trainer will interact with the player once they are within 4 tiles of their line of sight.	Completed	Unit test
Trainer Pokemon Battle	6.4	The player will be able to switch Pokemon during the fight.	Completed	Manual Test
Trainer Pokemon Battle	6.5	Once the player has 0 Pokemon left, teleport them to the nearest healing location.	Completed	Manual Test
Buildings	7.1	There will be houses that the player will be able to enter.	Completed	Manual Test
Buildings	7.2	There will be people inside these buildings that the player can talk to and learn more about the story.	Completed	Manual Test
Buildings	7.3	There will be a Pokecenter where the player can heal their pokemon.	Completed	Manual Test
Buildings	7.4	Within the Pokecenter, the player will also be able to swap around their party.	Completed	Manual Test
Buildings	7.5	They will also be able to delete any Pokemon they do not want.	Completed	Manual Test
Buildings	7.6	There will also be a Pokemart, where the user can buy and sell the different items in the game.	Completed	Unit Test
Buildings	7.7	There will be Gyms, where the player can enter, fight a few trainers and then beat the gym leader.	Completed	Manual Test
Items	8.1	The minimum items to be included in the game are: Pokeball, GreatBall, Ultraball, Potion, Super Potion , Hyper Potion	Completed	Manual Test
Items	8.2	The player will be able to pick up the item using E.	Completed	Manual Test
Sounds	9.1	There will be a song playing on the title screen.	Not Completed	
Sounds	9.2	Wild and trainer battles will have their own soundtrack.	Not Completed	
Sounds	9.3	Different routes will have their own soundtrack.	Not Completed	

Sounds	9.4	Picking up an item will make a noise.	Not Completed	
Sounds	9.5	Pokemon will each have their own cry when entering battle.	Not Completed	
Non-Functional	10.1	The game should run at 60 fps.	Completed	Manual Test
Non-Functional	10.2	The game should take up less than 3500 mbps.	Completed	Manual Test
Non-Functional	10.3	The loading time of the game should take no longer than 3 seconds.	Completed	Quality Test
Non-Functional	10.4	The input time between key press and relayed input should be less than 0.01 seconds.	Completed	Quality Test
Non-Functional	10.5	The game must not crash.	Completed	Manual Test
Non-Functional	10.6	The player should never be able to get stuck in a position they can not get out of.	Completed	Manual Test
Non-Functional	10.7	The story should be enjoyable.	Not Completed	