Requirement Traceability Matrix

Req. ID	Requirement	Pass/Fail	Test Reference	Comment
C1	System must be able to run on a computer in the Computer Science department.	Pass	[BB] Main Menu - 1	This test was carried out on a computer in the Computer Science Building
C2	The system should appeal to our SEPR cohort and prospective university students.	-	-	Not yet tested as full solution is not complete
C3	The game shall be able to take input from both the mouse and the keyboard.	Pass	[BB] Main Menu -1 and 2	Each test uses keyboard and mouse
F1	Game time should be between 10 and 30 minutes	-	-	Not yet tested as full solution is not complete
F2	The game should allow for the turn timer to be an optional setting	Pass	[BB] Two Player Testing - 3 and 4	Test 3 runs with turn timer disabled and 4 runs with turn timer enabled
F3	The turn timer, if enabled, should pause while the mini-game is being played.	Pass	[BB] Pause Menu	
F4	The game should contain a turn time limit	Pass	[BB] Two Player Testing - 4	Test 4 runs with turn timer enabled
F5	A mechanism is required to resolve conflicts, i.e. Team A is attacking a sector held by Team B.	Pass	[BB] Attack Phase Testing	
F6	The battle mechanic requires an element of skill.	-	-	Not yet tested as full solution is not complete
F7	When a player conquers a sector there is the possibility that the Vice-Chancellor may appear, triggering a mini-game.	Pass	[BB] Minigame 1	
F8	The Vice-Chancellor mini-game should last approximately 30 seconds	Pass	[BB] Minigame	

F9	No bonus should be awarded to the player if they fail the Pro-Vice Chancellor mini-game.	Pass	[BB] Bonus Exchange	
F10	A player limit of 2-4 players and in games of 3 or 4 players there may also be a	Pass	[BB] Four Player	

	neutral player.		Testing - 3	
F11	A third neutral AI player must be present in a 2-player game.	Pass	[BB] Two Player Testing - 2	
F12	The system should include the ability to save at least one game and be able to reload it at a later time.	Pass	[BB] Save/Load	
F13	The system should contain a GUI based on the university campus map, subdivided into sectors.	-	-	Not yet tested as full solution is not complete
F14	A bonus mechanism should be included for holding sectors at the end of the player's turn.	Pass	[BB] Reinforcement Phase Testing - 3	
F15	Before the start of every game the user should be prompted with an intermediate setup menu.	Pass	[BB] Main Menu - 5	
F16	A mechanism for calculating how many new gang members each gang receives in each turn.	Pass	[BB] Reinforcement Phase Testing - 3	
F17	At the start of the game, all sectors are unclaimed. Each sector should be allocated (by some random mechanism) to a gang.	Pass	[BB] Two Player Testing - 3	
F18	A mechanism for allocating gang members to held sectors	Pass	[BB] Reinforcement Phase Testing - 3	
NF1	The game must be easy for new players to pick up.	-	-	Not yet tested as full solution is not complete

NF2	The game should be stylised using a hybrid between realistic graphics and cartoons.	-	-	Not yet tested as full solution is not complete
NF3	The game should be suitable to use in advertising situations.	-	-	Not yet tested as full solution is not complete
NF4	The game should have a soundtrack including background music and sound effects.	Pass	[BB] Sounds	
NF5	The game should have accessibility features for disabled users	-	-	Not yet tested as full solution is not complete
P1	The game must run smoothly. i.e., Should not crash or lag.	-	-	Not yet tested as full solution is not complete

[BB] SEPR "Black-box Tests" Risky Developments [Online]. Available: http://riskydevelopments.co.uk/documents/BlackBoxTests.pdf [Accessed: Jan. 22 2018].