

Testing Requirement	Testing Class	Testing Method	Input Type	Description
FR_Energy_Calculation	GameStateEnergyTests	testEnergyConsumptionForEat	Valid	Consumes the correct amount of energy when doing any eating activity
FR_Energy_Calculation	GameStateEnergyTests	testEnergyConsumptionForSleep	Valid	Consumes the correct amount of energy when doing any Sleep activity
FR_Energy_Calculation	GameStateEnergyTests	testEnergyConsumptionForStudy	Valid	Consumes the correct amount of energy when doing any Study activity
FR_Energy_Calculation	GameStateEnergyTests	testEnergyConsumptionForRecreation	Valid	Consumes the correct amount of energy when doing any Recreation activity
FR_Energy_Calculation	GameStateEnergyTests	testEnergyInsufficient	Valid	Makes sure that an activity cannot be done with insufficient energy
FR_character_control	MovementTests	moveUp	Valid	Makes sure the player is able to move Up
FR_character_control	MovementTests	moveDown	Valid	Makes sure the player is able to move Down
FR_character_control	MovementTests	moveRight	Valid	Makes sure the player is able to move Right
FR_character_control	MovementTests	moveLeft	Valid	Makes sure the player is able to move Left
FR_character_control	MovementTests	mapboundsLimitTest	Valid	Makes sure the player isn't able to leave the bounds of the map
FR_Score_Calculation	ScoreTests	testFullMarks	Valid	Ensures full marks are given if played optimally
FR_Score_Calculation	ScoreTests	testSeventyMarks	Valid	Ensures seventy marks are given if played less then optimally
FR_Score_Calculation	ScoreTests	testDayMissedAndCaughtUp	Valid	Ensures marks for missing a study day and catching up is the desired value
FR_Score_Calculation	ScoreTests	testDayMissed	Valid	Ensures marks for missing a study day and not catching is the desired value
FR_Score_Calculation	ScoreTests	testDayWithoutEating	Valid	Ensures marks for forgetting to eat is the desired value
FR_Score_Calculation	ScoreTests	testDaywithoutRecreation	Valid	Ensures marks for missing recreational activities is the desired value
FR_Score_Calculation	ScoreTests	testDayWithoutRecreationAndEating	Valid	Ensures marks for forgetting to eat and missing recreational activities is the desired value
FR_Score_Calculation	ScoreTests	testZeroMarks	Valid	Ensures not doing any acitivity gives a zero mark
FR_Score_Calculation	ScoreTests	testBonusMarksStudy	Valid	Ensures studying more times in a day gives a bonus to marks
FR_Score_Calculation	ScoreTests	testEatThreeTimesADayBonus	Valid	Ensures eating three times a day gives a bonus to marks
FR_Score_Calculation	ScoreTests	testWeekWithOverTenRecreationsBonus	Valid	Ensures doing ten or more recreational activity during the week gives a bonus to marks
FR_time_costs	GameStateTimeTests	testTimeConsumptionForEating	Valid	Ensures the correct amount of time passes after eating
FR_time_costs	GameStateTimeTests	testTimeForStudying	Valid	Ensures the correct amount of time passes after studying
FR_time_costs	GameStateTimeTests	testTimeConsumptionForRecreation	Valid	Ensures the correct amount of time passes after doing a recreational activity
FR_time_costs	GameStateTimeTests	testTimeConsumptionForSleep	Valid	Ensure the correct amount of time passes after sleeping
FR_time_costs	GameStateTimeTests	testTimeInsufficent	Valid	Ensures activities cannot be done if there is no time left
FR_7_day_game	GameStateTimeTests	testProgression	Valid	Makes sure that the game goes through seven days
UR_leaderboard_system	LeaderBoardTests	testScoresEmptyWhenStarting	Valid	Makes sure that the leaderboard scores are empty on first launch
UR_leaderboard_system	LeaderBoardTests	testResetScore	Valid	Tests that the score resets for every playthrough
UR_leaderboard_system	LeaderBoardTests	testScoreAdds	Valid	Tests that the Score is added once the game is over
UR_leaderboard_system	LeaderBoardTests	testScoreTopTen	Valid	Ensures it only shows the top ten scores