ID	Test Name	Purpose	Crit-i-calit y	Class	Req ID	Re-sult
1.01	testName	Verifies the name of a clue has been set correctly	Low	ClueU-nitTe st	5	Passed
1.02	testDescri ption	Verifies the descriptio n of the clue has been set correctly	Low	ClueU-nitTe st	5	Passed
1.03	testTileCo ordinates	Verifies the location of the clue has been set as expected	High	ClueU-nitTe st	5.1.1	Passed
1.04	testEquali ty	Verifies that identical clues are considered equal	Medium	ClueU-nitTe st	5	Passed
1.05	testMurder Weapon	Verifies that a murder weapon has been chosen correctly	High	ClueU-nitTe st	5.1.4	Passed
1.06	testRedHer ring	Verifies that Red Herrings have been chosen correctly	Low	ClueU-nitTe st	5	Passed
1.07	testFinish Interactio n	Verifies that the game snapshot class keeps track of how many interactio ns the associated player has left in their current turn correctly	High	GameS-napsh otTests	2.1.5	Passed
1.08	testGet-NPC s	Verifies that data stored on NPCs is stored and retrieved correctly	High	GameS-napsh otTests	3	Passed
1.09	testGet-Nam e	Verifies that the name stored and retrieved for the NPC is correct	Low	NPCU-nitTes ts	3	Passed
1.10	testPerson ality	Verifies that the personalit y stored and retrieved for the NPC is correct	Medium	NPCU-nitTes ts	3	Passed
1.11	testIntera ctFindingC lues	Verifies that the correct clue is correctly collected when interacted , also correctly altering the score	High	PlayerUnit Tests	5.1.2	Passed
1.12	testPlayer Name	Verifies that the playerName is stored and returned correctly	Low	PlayerUnit Tests	2.1.5	Passed
1.13	testPlayer Personalit y	Verifies that the players personalit y can be manipulate d and stored correctly	Medium	PlayerUnit Tests	2.1.1	Passed
1.14	doesPlayer Move	Verifies that the player is able to move correctly in all four cardinal directions	High	PlayerUnit Tests	2.1.4	Passed
1.15	test-CanAcc use	Verifies that the player is not able to accuse without evidence	Low	PlayerUnit Tests	7.1.4	Passed
1.16	testScore	Verifies that the players score can be modified correctly	Medium	PlayerUnit Tests	6.1.1	Passed
1.17	testPlayTi me	Verifies that how long a player has played for is stored correctly	Low	PlayerUnit Tests	6.1.2	Passed
1.18	testGetTra nsition	Verifies that the player transition s between rooms correctly	High	RoomU-nitTe sts	2.1.4	Passed
1.19	testAddTra nsition	Verifies that new transition s are added correctly	High	RoomU-nitTe sts	2.1.4	Passed
1.20	testWalkab le	Verifies certain tiles are and aren't walkable	Medium	RoomU-nitTe sts	2.1.4	Passed

Hardware risks

ID	Description	Likeli-hood	Impact	Severity	Mitigation	Owner
6	Personal computer breaks long term or is lost.	Low	Could lose work and be unable to work.	Low	Ensure work is saved online to google drive cloud service and that code is stored on github. Department PC's should be accessible most days and have all the tools we need.	Final User
7	Personal computer crashes while working.	Medium	Potentiall y will have lose work, meaning you lose time doing it again.	Low	Save regularly, google docs[2] will do this for us. Regularly commit code to personal branches so that it stored elsewhere other than your PC .	Final User

Clues

ID	Requirement	Success Criteria	Alternative	Risk ID
5.1.4	The murder weapon clue must be found before the player can accuse any NPCs	The player cannot accuse an NPC until they've located the murder weapon clue	Can accuse without the murder weapon.	21-24
5.1.5	Most clues must help with identifying the killer	A clue will narrow down the number of suspects left to be the killer	All clues help identify the killer	21-24
5.1.6	At the start of the game, clues must be randomly assigned to each room in the map	There must be at least one clue in every room of the map at the start of the game	Clues always in same location.	21-24
5.1.7	The motive clue must be found before the player can accuse any NPCs	The player cannot accuse an NPC until they've located the motive clue	Can accuse without the motive clue	21-24
5.2.2	Clues could be picked up by a player and placed in a journal	The player can interact with a clue and place it in their journal for future reference	Clues will be stored internally, but my not be seen by the player	21-24

Score

ID	Requirement	Success Criteria	Alternative	Risk ID
6.1.2	The player's score must take into account the time taken	The score must change depending on how long the game has lasted	There will be no scoring.	21-24
6.1.3	The player's score must take into account the number of wrong accusations	The score must change depending on how many accusations the player has made	There will be no scoring.	21-24
6.1.4	The player's score must take into account the number of questions asked	The score must change depending on how many questions the player has asked	There will be no scoring.	21-24
6.1.5	The player's score must take into account the number of clues found	The score must change depending on how many clues have been found by the player	There will be no scoring.	21-24