Our Requirements Testing Index

Below is a table that details each of our requirements set out in the amended Req1 document [see Change Report] and the tests related to them i.e. which tests test the requirements. Note, not all the tests are mentioned in this document, please see the Testing report for further details.

REQUIREMENT ID	TEST ID	TESTED?
User Requirements		
UR_BASIC_BUILDINGS	TC_GAME_01, TC_GAME_02	Yes ▾
UR_TIME	TC_UI_04, TC_GAME_03, TC_GAME_04, GameLogicTests.testGameTimer	Yes ▾
UR_BUILDING_COUNTER	TC_UI_04	Yes ▾
UR_SCORE	TC_UI_04, TC_ACH_01, TC_ACH_02, TC_ACH_03, ScoreTests.testCampusValue	Yes ▾
UR_EASE_OF_USE	TC_UI_01, TC_UI_02, TC_UI_03, TC_USE_01	Yes ▾
UR_BUILDING_LIMITS	TC_GAME_02, TC_GAME_03	Yes ▾
UR_EVENTS	TC_EVENT_01, TC_EVENT_02, TC_EVENT_03, TC_EVENT_04, TC_EVENT_05	Yes ▾
UR_DEPLOYMENT	TC_PERF_01	Yes ▾
UR_TIPS	TC_USE_01	Yes ▾
UR_SETTINGS	TC_UI_03	Yes ▾
UR_DIFFICULTY_SETTINGS	TC_DIFF_01, TC_DIFF_02, TC_DIFF_03	Yes ▾
UR_MONEY	TC_GAME_01, GameLogicTests.testStartingMoney	Yes ▾
UR_MAINTAINABILITY	None	No ▾ [1]
UR_LEADERBOARD	TC_LEAD_01, TC_LEAD_02, TC_LEAD_03, TC_LEAD_04, TC_LEAD_05	Yes ▾
UR_ACHIEVEMENTS	TC_ACH_01, TC_ACH_02, TC_ACH_03, AchievementManagerTests.testUnlockAll	Yes ▾
System Requirements - Functional Requirements		
FR_BUILDINGS	TC_GAME_01, TC_GAME_02	Yes ▾
FR_TIMER	TC_GAME_03, GameLogicTests.testGameTimer	Yes ▾

FR_BUILDING_COUNTER	TC_UI_04	Yes ▾
FR_EVENTS	TC_EVENT_01, TC_EVENT_02, TC_EVENT_03, TC_EVENT_04, TC_EVENT_05	Yes ▾
FR_OBSTACLES	TC_GAME_02	Yes ▾
FR_USER_INTERFACE	TC_UI_01, TC_UI_02, TC_UI_04	Yes ▾
FR_BUILDING_EFFECTS	TC_UI_04, TC_EVENT_05, ScoreTests.testCampusValue	Yes ▾
FR_BACKGROUND	TC_UI_05	Yes ▾
FR_SETTINGS	TC_UI_03	Yes ▾
FR_DIFFICULTY_SELECTION	TC_DIFF_01, TC_DIFF_02, TC_DIFF_03	Yes ▾
FR_DIFFICULTY_EFFECTS	TC_DIFF_01, TC_DIFF_02, TC_DIFF_03	Yes ▾
FR_MONEY	TC_GAME_01, GameLogicTests.testStartingMoney	Yes ▾
FR_BUYING	TC_GAME_01	Yes ▾
FR_LEADERBOARD	TC_LEAD_01, TC_LEAD_02, TC_LEAD_03, TC_LEAD_04, TC_LEAD_05	Yes ▾
FR_ACHIEVEMENTS_ SYSTEM	TC_ACH_01, TC_ACH_02, TC_ACH_03	Yes ▾
FR_ACHIEVEMENTS_ EFFECT	TC_ACH_01, TC_ACH_02, TC_ACH_03	Yes ▾
System Requirements - Non-Functional Requirements		
NFR_PERFORMANCE	TC_PERF_01	Yes ▾
NFR_INTERACTIVE_ ELEMENTS	TC_UI_02	Yes ▾
NFR_OPERABILITY	TC_USE_02	Yes ▾
NFR_IMMERSION	TC_UI_05	Yes ▾
NFR_LICENSE	None	No ▾ [1]
NFR_DEPLOYMENT	TC_PERF_01	Yes ▾
NFR_ERROR_MESSAGES	TC_GAME_02	Yes ▾
NFR_DOCUMENTATION	None	No ▾ [1]

NFR_END_OF_GAME	TC_GAME_04	Yes ▾
NFR_CODE_MODULARITY	None	No ▾ [1]
NFR_LEADERBOARD_ VISIBILITY	TC_LEAD_01, TC_LEAD_02, TC_LEAD_03, TC_LEAD_04, TC_LEAD_05	Yes ▾
NFR_ACHIEVEMENTS_ NOTIFICATION	TC_ACH_01, TC_ACH_02, TC_ACH_03	Yes ▾
Constraint Requirements		
CR_LOW_SPEC	TC_PERF_01	Yes ▾

[1]: These requirements do not have any linked tests primarily because they cannot be tested, in a natural way via either Automated or Manual Test Cases. Many of these requirements are open to interpretation and therefore are subjective thus a simple PASS or FAIL is not a valid way of testing them. In our opinion, for each of the following requirements, we believe:

- **UR_MAINTAINABILITY**
  - **PASS** - We have designed the project in which functionalities are split into well documented class files that make it easy to extend or improve for future development.
- **NFR_LICENSE**
  - **PASS** - We have used appropriately licensed assets throughout the development of this project - See the Implementation 2 document for further details.
- **NFR_DOCUMENTATION**
  - **PASS** - We have suitably commented and documented the functionalities of each class within our project, and believe we have met this requirement's fit criteria.
- **NFR_CODE_MODULARITY**
  - **PASS -** We have split our project's code into manageable classes and believe we have met this requirement's fit criteria.