		Play Testing																																											
	Test ID	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
Requirement identifiers																																														
UR_FIRETRUCKS_UNIQUE_SPEC						X								~~X~~																																
UR_FIRETRUCKS_REFILL								X																																						
UR_FIRETRUCK_REPAIR									X																																					
UR_ET_UNIQUE_SPEC							X																																							
UR_ET_IMPROVEMENT																				X																										
UR_FIRETRUCK_MIN_START														X																																
UR_ET_MIN_START																					X																									
UR_WIN_CONDITION											X																																			
UR_LOSS_CONDITION											X																																			
UR_ET_DESTROYS_STATION										X																																				
UR_MINIGAME															X										X											X	X	X								
UR_DIFFICULTY_LEVEL															X																X	X	X	X	X											
~~UR_CONTROLLER~~															~~X~~																															
UR_HIGHSCORE																																														
UR_MOBILE															X																															
UR_INSTRUCTIONS															X																															
UR_GAME_TIMER										X																																				
UR_TARGET_AUDIENCE																																														
UR_COLOUR_ACCESSIBILITY															X																															
UR_DRIVE																X	X																													
UR_PATROL																				X																										
UR_FUN					X																																									
~~UR_FORTRESS~~																																														
UR_POWER_UPS																																						X	X	X	X	X	X	X	X	
UR_SAVING																										X	X	X	X	X	X															
UR_OPEN_DAY																																														
SFR_ALLOWED_TO_REPAIR									X																																					
SFR_ALLOWED_TO_REFILL								X																																						
SFR_REFILL_OVER_TIME								X																																						
SFR_REFILL_CONSTANT								X																																						
SFR_REPAIR_OVER_TIME																																														
SFR_REPAIR_CONSTANT																																														
SFR_CANCEL_REPAIR									X																																					
SFR_CANCEL_REFILL								X																																						
SFR_MOVE_WHILE_EMPTY													X																																	
SFR_MOVE_WHILE_DAMAGED												X																																		
SFR_ET_IMPROVE_CONSTANT																																														
SFR_ET_IMPROVE																																														
SFR_HEALTH_BAR																		X								X	X																			
SFR_WATER_SUPPLY_BAR																			X										X	X																
SFR_ET_LOCATIONS_NOT_CHANGEABLE																					X																									
~~SFR_FIRETRUCKS_STATS~~														~~X~~																																
SFR_FIRETRUCKS_SELECTION														X																																
SFR_DESTROYED_TRUCKS																						X																								
SFR_MINIGAME																							X																							
SFR_TIME_TO_DEFEAT_ET																																														
SFR_ETS_DESTROY_STATION																																														
SFR_ARROWKEYS																								X																						
SFR_BUILDINGS																X																														
SFR_ENDSCREEN											X																																			
SFR_FORTRESS_DESTROY			X	X																																										
SFR_PATROL_DAMAGE																				X																										
SFR_PATROL_HEALTH																				X																										
SFR_PATROL_DIFFICULTY										X										X																										
SFR_PATROL_FIRESTATION										X																																				
SFR_DIFFICULTY																															X	X	X	X	X											
SFR_POWER_UPS																																						X	X	X	X	X	X	X	X	
SFR_OPEN_DAYS																																														
SFR_FIRETRUCK_SPEC																																														
SFR_ET_SPEC																																														
SFR_TIMER																																														
SNFR_INSTRUCTIONS																																														
SNFR_TARGET_AUDIENCE																																														
SNFR_JARGON																																														
SNFR_HIGHSCORES																																														
SNFR_ACCESSIBILITY																																														
SNFR_MOBILE																																														
SNFR_TIME																																														
SNFR_SIMPLE																																														
SNFR_FORTRESS																																														
SNFR_SAVING																										X	X	X	X	X	X															
SCR_RUNNABLE		X																																												
SCR_CONTROLLER																																														
SCR_NO_BUDGET																																														
SCR_CLIENT_MEETING																																														
SCR_GROUP_MEETINGS																																														

		Junit Tets																																								
	Test ID	JUFS1	JUFS2	JUFS3	JUFT1	JUFT2	JUFT3	JUFT4	JUF1	JUF2	JUF3	JUF4	JUG1	JUG2	JUG3	JUP1	JUP2	JUP3	JUP4	JUGO1	JUGO2	JUGO3	JUGO4	JUGO5	JUGO6	JUGO7	JUGO8	JUGO9	JUE1	JUE2	JUE3	JUE4	JUE5	JUE6	JUE7	JUE8	JUE9	JUE10	JUE11	JUE12	JUE13	JUE14
Requirement identifiers																																										
UR_FIRETRUCKS_UNIQUE_SPEC																													X	X	X	X	X	X	X	X	X	X	X	X		
UR_FIRETRUCKS_REFILL																					X	X	X	X	X	X			X	X	X	X	X				X	X	X	X		
UR_FIRETRUCK_REPAIR							X														X	X	X	X	X	X			X	X	X	X	X				X	X	X	X		
UR_ET_UNIQUE_SPEC																				X									X	X	X	X	X	X	X	X	X	X	X	X		
UR_ET_IMPROVEMENT																																										
UR_FIRETRUCK_MIN_START					X																								X	X	X	X	X				X	X	X	X		
UR_ET_MIN_START																																										
UR_WIN_CONDITION																											X	X													X	X
UR_LOSS_CONDITION																											X	X													X	X
UR_ET_DESTROYS_STATION		X	X	X																							X	X	X	X	X	X	X				X	X	X	X	X	X
UR_MINIGAME													X	X	X	X	X	X	X																							
UR_DIFFICULTY_LEVEL																													X	X	X	X	X	X	X	X	X	X	X	X		
~~UR_CONTROLLER~~																																										
UR_HIGHSCORE																																										
UR_MOBILE																																										
UR_INSTRUCTIONS																																										
UR_GAME_TIMER																											X	X														
UR_TARGET_AUDIENCE																																										
UR_COLOUR_ACCESSIBILITY																																										
UR_DRIVE						X														X	X	X	X	X	X	X																
UR_PATROL																				X	X	X	X	X	X	X																
UR_FUN																																									X	X
~~UR_FORTRESS~~									~~X~~	~~X~~	~~X~~																															
UR_POWER_UPS																				X	X	X	X	X	X	X																
UR_SAVING																																										
UR_OPEN_DAY																																										
SFR_ALLOWED_TO_REPAIR								X																			X	X	X	X	X	X	X				X	X	X	X		
SFR_ALLOWED_TO_REFILL								X																			X	X	X	X	X	X	X				X	X	X	X		
SFR_REFILL_OVER_TIME																																										
SFR_REFILL_CONSTANT																																										
SFR_REPAIR_OVER_TIME																																										
SFR_REPAIR_CONSTANT																																										
SFR_CANCEL_REPAIR																											X	X														
SFR_CANCEL_REFILL																											X	X														
SFR_MOVE_WHILE_EMPTY																					X	X	X	X	X	X																
SFR_MOVE_WHILE_DAMAGED																					X	X	X	X	X	X																
SFR_ET_IMPROVE_CONSTANT																																										
SFR_ET_IMPROVE_																																										
SFR_HEALTH_BAR																																										
SFR_WATER_SUPPLY_BAR																																										
SFR_ET_LOCATIONS_NOT_CHANGEABLE																																										
~~SFR_FIRETRUCKS_STATS~~																																										
SFR_FIRETRUCKS_SELECTION																																										
SFR_DESTROYED_TRUCKS																											X	X													X	X
SFR_MINIGAME													X	X	X	X	X	X	X																							
SFR_TIME_TO_DEFEAT_ET																											X	X													X	X
SFR_ETS_DESTROY_STATION		X	X	X																							X	X														
SFR_ARROWKEYS																																										
SFR_BUILDINGS											X	X									X	X	X	X	X	X																
SFR_ENDSCREEN																																										
SFR_FORTRESS_DESTROY									X	X																	X	X													X	X
SFR_PATROL_DAMAGE																													X	X	X	X	X				X	X	X	X		
SFR_PATROL_HEALTH																					X	X	X	X	X	X			X	X	X	X	X				X	X	X	X		
SFR_PATROL_DIFFICULTY																					X	X	X	X	X	X																
SFR_PATROL_FIRESTATION																					X	X	X	X	X	X																
SFR_DIFFICULTY																																		X	X	X						
SFR_POWER_UPS																																										
SFR_OPEN_DAYS																																										
SFR_FIRETRUCK_SPEC																																										
SFR_ET_SPEC																																										
SFR_TIMER																																										
SNFR_INSTRUCTIONS																																										
SNFR_TARGET_AUDIENCE																																										
SNFR_JARGON																																										
SNFR_HIGHSCORES																																										
SNFR_ACCESSIBILITY																																										
SNFR_MOBILE																																										
SNFR_TIME																																										
SNFR_SIMPLE																																										
SNFR_FORTRESS																																										
SNFR_SAVING																																										
SCR_RUNNABLE																																										
SCR_CONTROLLER																																										
SCR_NO_BUDGET																																										
SCR_CLIENT_MEETING																																										
SCR_GROUP_MEETINGS																																										

		Acceptance Testing									
	Test ID	A_1	A_2	A_3	A_4	A_5	A_6	A_7	A_8	A_9	A_10
Requirement identifiers											
UR_FIRETRUCKS_UNIQUE_SPEC											
UR_FIRETRUCKS_REFILL											
UR_FIRETRUCK_REPAIR											
UR_ET_UNIQUE_SPEC											
UR_ET_IMPROVEMENT											
UR_FIRETRUCK_MIN_START											
UR_ET_MIN_START											
UR_WIN_CONDITION											
UR_LOSS_CONDITION											
UR_ET_DESTROYS_STATION											
UR_MINIGAME											
UR_DIFFICULTY_LEVEL											
~~UR_CONTROLLER~~											
UR_HIGHSCORE											
UR_MOBILE											
UR_INSTRUCTIONS											
UR_GAME_TIMER											
UR_TARGET_AUDIENCE											
UR_COLOUR_ACCESSIBILITY											
UR_DRIVE											
UR_PATROL											
UR_FUN											
~~UR_FORTRESS~~											
UR_POWER_UPS											
UR_SAVING											
UR_OPEN_DAY											
SFR_ALLOWED_TO_REPAIR											
SFR_ALLOWED_TO_REFILL											
SFR_REFILL_OVER_TIME											
SFR_REFILL_CONSTANT											
SFR_REPAIR_OVER_TIME											
SFR_REPAIR_CONSTANT											
SFR_CANCEL_REPAIR											
SFR_CANCEL_REFILL											
SFR_MOVE_WHILE_EMPTY											
SFR_MOVE_WHILE_DAMAGED											
SFR_ET_IMPROVE_CONSTANT											
SFR_ET_IMPROVE_											
SFR_HEALTH_BAR											
SFR_WATER_SUPPLY_BAR											
SFR_ET_LOCATIONS_NOT_CHANGEABLE											
~~SFR_FIRETRUCKS_STATS~~											
SFR_FIRETRUCKS_SELECTION											
SFR_DESTROYED_TRUCKS											
SFR_MINIGAME											
SFR_TIME_TO_DEFEAT_ET											
SFR_ETS_DESTROY_STATION											
SFR_ARROWKEYS											
SFR_BUILDINGS											
SFR_ENDSCREEN											
SFR_FORTRESS_DESTROY											
SFR_PATROL_DAMAGE											
SFR_PATROL_HEALTH											
SFR_PATROL_DIFFICULTY											
SFR_PATROL_FIRESTATION											
SFR_DIFFICULTY											
SFR_POWER_UPS											
SFR_OPEN_DAYS											
SFR_FIRETRUCK_SPEC											
SFR_ET_SPEC											
SFR_TIMER											
SNFR_INSTRUCTIONS		X									
SNFR_TARGET_AUDIENCE			X								
SNFR_JARGON				X							
SNFR_HIGHSCORES					X						
SNFR_ACCESSIBILITY						X					
SNFR_MOBILE							X				
SNFR_TIME								X			
SNFR_SIMPLE									X		
SNFR_FORTRESS										X	
SNFR_SAVING											X
SCR_RUNNABLE											
SCR_CONTROLLER											
SCR_NO_BUDGET											
SCR_CLIENT_MEETING											
SCR_GROUP_MEETINGS											