

Requirement Identifiers	Reqs Tested	UR_start_screen	UR_select_level	UR_pause	UR_minigame	UR_instruct_engines	UR_victory_screen	UR_refill_warning	UR_attack_warning	UR_fresh_health	UR_music	UR_collisions	FR_pause_inlevel	FR_enemies_die	FR_engine_destroy	FR_end_game	FR_deny_collision	FR_precision
Test Cases	126	7	4	4	5	9	1	4	3	11	9	4	4	14	15	15	4	3
Test Implicitly	44																	
1.1	2					X												X
1.2	2					X												X
1.3	1																	X
2.1	4								X					X	X	X		
2.2.1	3													X	X	X		
2.2.2	3													X	X	X		
2.3	4								X					X	X	X		
2.4.1	1								X									
2.4.2	1								X									
2.4.3	1								X									
2.4.4	1								X									
2.5.1	4					X								X	X	X		
2.5.2	4					X								X	X	X		
3.1.1	4								X					X	X	X		
3.1.2	4								X					X	X	X		
3.2	4													X	X	X		X
3.3.1	3													X	X	X		
3.3.2	3													X	X	X		
4.1.1	2				X					X								
4.1.2	2																	
4.1.3	2																	
5.1	4					X								X	X	X		
5.2	4					X								X	X	X		
6.1	2				X			X										
6.2.1	3				X	X		X										
6.2.2	3				X	X		X										
6.2.3	3				X	X		X										
7.1	2													X	X			
7.2.1	2								X						X			X
7.2.2	2																	
7.2.3	2																	
8.1.1	2 X									X								
8.1.2	2 X									X								
8.1.3	2 X									X								
8.1.4	2 X									X								
8.1.5	2 X									X								
8.2.1	9 X	X	X				X			X	X	X	X				X	
8.2.2	8	X	X							X	X	X	X			X	X	
8.2.3	8	X	X							X	X	X	X			X	X	
8.2.4	9 X	X	X							X	X	X	X				X	X