

## Requirements Acceptance Testing

Requirement	Pass/Fail	Comments
1.1.1	Pass	The user can click+drag to see whole map
1.1.2	Pass	Plot gets a coloured border to show ownership; Plot output is shown when the user clicks on a plot; Picture of roboticon appears over plot when installed
1.1.3	Pass	This information is shown in top left corner of GUI
1.2.1	Fail	Not implemented
1.2.2	Pass	The map is split into 84 equal sized plots
1.2.3	Pass	The player's tiles can be easily identified by their coloured borders
1.2.4	Pass	The GUI loads in less than a second
2.1.1	Pass	
2.2.1	Pass	The hill tiles have higher ore production, and the building tiles have higher energy production
2.2.2	Pass	The user has to click on a plot, and then click the "Buy Plot" button in order to purchase
3.1.1	Fail	Not implemented
3.2.1	Fail	Not implemented
3.2.2	N/A	See 3.1.1
4.1.1	Fail	Not implemented - only 2 human players can play game
4.1.2	Pass	Two users can play the game
4.1.3	Pass	
4.2.1	N/A	See 4.1.1
5.1.1	Pass	
5.1.2	Pass	
5.1.3	Pass	Phases 2 and 3 each have a 30 second time limit
5.2.1	Pass	A next button is provided in bottom right corner of the GUI
5.2.2	Pass	Changes between phases take less than a second

6.1.1	Pass	The player can buy roboticons on the roboticon market screen (phase 2)
6.1.2	Fail	Not implemented
6.1.3	Pass	6.1.3 and 6.1.4 are a unified process which takes place on the roboticon market screen (phase 2)
6.1.4	Pass	See 6.1.3
6.1.5	Pass	The player can install roboticons during phase 3 of the game by clicking on a plot they own, choosing a roboticon that they own, and clicking the install button
6.2.1	Pass	
7.1.1	Pass	
7.1.2	Pass	
7.1.3	Pass	
7.1.4	Fail	Not implemented
7.2.1	Pass	Resource production takes less than a second
7.2.2	Pass	Happens automatically when user moves to phase phase 4
8.1.1	Fail	The player can only buy/sell to the market (auction to other players not implemented) and only Ore and Energy can be bought and sold.
8.1.2	Fail	Not implemented
8.2.1	Pass	
8.2.2	Pass	The player starts the game with 100 gold
9.1.1	Fail	Not implemented
9.2.1	N/A	See 9.1.1
10.1.2	Fail	Not implemented
10.1.3	Fail	Not implemented
10.1.4	Fail	Not implemented