Qualitative Usability, Integration and basic System testing

Requirements:

Questions before testing:

What are the specs of the system you are running this on? Please include OS.
What is your relation to this project?

Requirement 1.c.i,ii,iii,iv:
1. Are the text and graphics readable and a suitable size?
2. Can the information relating to market prices and roboticon upgrades be clearly seen and understood?
3. Can you see more than one Player's resources at a time?
4. Can you see the values of a tile before they're claimed?
5. Can you see the values of a tile you own after you've claimed it?

Requirement 2.b.i,ii,iii & 2.c
6. Is the map divided into 16 square plots of land?
7. Are all plots unallocated at the beginning?

Requirement 3
8. Can the game support two players?
9. Are the players' tiles easily distinguishable?
10. Are the turns organised in Hotseat style?

Requirement 5
11. Can three resources named Ore, Food and Energy be observed?
12. Is it possible to buy and sell all three?
13. Do you start the game with money?
14. Is it possible to gamble to win or lose money?

Requirement 7
15. Does the market represent supply and demand economics as described in requirement 7.a.i
16. Does the market start with 12 Roboticons, 16 Food, 16 Energy and 0 Ore?

Requirement 8
17. Are you able to purchase a roboticon and assign it to a tile to produce resources?

Requirement 9
18. Is it clear which phase of the game you are currently in and what you have to do?
19. Are you able to do anything other than what is described in the phase list as described in requirement 9?

Requirement 10
20. Does the game end in the round the final tile has been acquired?
21. Does the game select the winner based on the highest score?

Requirement 11

22. Is it possible to see information about tiles you own, such as their resource counts and any roboticon assigned to the tile?
23. Is it possible to upgrade a roboticon using money?

System Requirement testing (May require white box testing)

Requirement 14

24. Are players able to acquire tiles for their college as the game progresses?
25. Is the map in a grid perspective?
26. Do the values on tiles represent vaguely the image on top?

Requirement 15

27. Are the mouse and keyboard the only forms of input?

Requirement 16

28. Does the HUD display a: resource counter for each resource, market information only showing roboticon stocks until phase 5 (when all stocks are shown), a button for the current user to end their turn, a button to allow pausing?

Requirement 17

29. Is the information described in requirement 17 clearly visible?

Requirement 18

30. Are all 16 tiles easily distinguishable and consistent in terms of style?

Requirement 19

31. Does the pause button work and not affect the game state?

Requirement 20

32. Does the system require anything other than what was set in requirement 20 by means of compute resources?