

Requirements Acceptance Testing

DRTN Changes

Requirements from:

<https://misterseph.github.io/DuckRelatedFractalProject/Documents/Req3.pdf>

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	Pass	The map has tiles displaying: Library, Central Hall, James sport centre and the Exhibition centre
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	Pass	Roboticons can be customised to produce Ore, Food or Energy
3.2.1	Pass	All modifications are clearly visible in a dropdown list
3.2.2	Pass	2 buttons are required to purchase, player is given plenty opportunity to confirm or cancel the purchase
4.1.1	Pass	Player is able to play vs AI
4.1.2	Pass	Two users can play the game
4.1.3	Pass	
4.2.1	Pass	AI turns take substantially less time than 20s
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	Pass	Market is able to consume 2 ore to create a roboticon, and does so a random number of times if allowed
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	Pass	Resource amounts directly affect production with a 1:1 ratio
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	Pass	The player can only buy/sell to the market.
8.1.2	Pass	Supply and demand is implemented on resources in the market (Roboticons are fixed)
8.2.1	Pass	
8.2.2	Pass	The player starts the game with 100 gold
9.1.1	Pass	Gambling is implemented within the market screen, under the 'pub' section
9.2.1	Pass	Money won, lost and total profit/deficit is clearly visible
10.1.1	Pass	Each resource is worth the same, total quantities are summed together and the score is returned.

10.1.2	Pass	Game ends on the round the last plot has been purchased
10.1.3	Pass	Final score determines the winner of the game