

ID.	Requirement	Test Reference	Pass/Fail	Comments
2.1	The game must be set in a flooded world taken over by pirates with a alternative University of York Campus as the main scene.	5.0	Pass	
2.2	Ships must be the only manner of transport to transverse the open world map using the keyboard. (WASD configurable)	6, 7, 8, 9	Pass	
2.3	Must be able to switch between sailing mode and combat mode. In combat mode, the player must be able to attack enemy (NPC) ships. The player should be able to use both sailing and combat modes	10, 11, 12, 13, 14, 15, 16	Pass	
2.5	Must be able to conquer other colleges (at least 5) and raid departments (at least 3).	24	Fail	Not yet fully implemented
2.6	The game should require an element of skill. The game should encourage the players to learn the mechanics by rewarding good gameplay and punishing bad gameplay.	14	Pass	
2.7	Gameplay should last between 15 and 60 minutes.	-	Pass	
2.8	There should be encounters with non-pirate NPCs	23	Pass	Only after defeating a college (spawned boats are friendly).
2.9	<i>A weather system which affects movement</i>		Pass	
2.10	Players should gain XP from combat, traversing bad weather, and quests.	14	Fail	Not yet fully implemented - only combat.
2.11	Players should accumulate gold from combat and exploration.	14,29	Fail	Not yet fully implemented
2.12	Each gameplay should have an objective (e.g., defeat the Chief Pirate of James College). The objective should not be immediately achievable (i.e., there should be tasks that need to be completed first).	24	Fail	Not yet fully implemented
2.13	There should be a system in place to spend gold in order to upgrade/repair your ship.	25, 26	Fail	Not yet fully implemented
2.14	There should be a minigame separate from the main game	27	Fail	Not yet fully implemented
2.15	The game should include a world map.	22	Fail	Only a "zoom" map (used with M).

2.16	The player should be able to gather items.	28	Fail	Not yet fully implemented
2.17	There should be an integrated tutorial at the beginning of the game. This tutorial should be able to be skipped	5.0, 5.1	Fail	No questing/tutorial system implemented.
2.18	There should be real ship based physics.	6, 7, 8, 9, 11, 18, 19, 20	Pass	
2.19	There should be a realistic AI controlling the ships	16, 17, 39	Pass	
3.1	The game must run well on computers in the Computer Science department.	1, 2	Pass	
3.2	The game should be aesthetically pleasing with all on-screen elements clear.	3, 4, 5.0, 31	Pass	
3.3	The code should be written clearly in order to enable a smooth transition to new development teams	-	Pass	Uses Google's Java Style standards.
3.4	The game should be fit to be used as an advertisement by the university	-	Fail	