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	Pass	
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	2 occasions; after defeating college boss when college NPC are neutral and Kraken monster.
2.9	*A weather system which affects movement*		Pass	
2.10	Players should gain XP from combat, traversing bad weather, and quests.	14	Pass	Only combat
2.11	Players should accumulate gold from combat and exploration.	14,29	Pass	Only combat and capturing colleges.
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, 38, 39, 44	Pass	No strict task ordering but later tasks extremely difficult without earlier tasks/levelling.
2.13	There should be a system in place to spend gold in order to upgrade/repair your ship.	25, 26	Pass	Spend gold at departments to repair and upgrade crew members.
2.14	There should be a minigame separate from the main game	41, 42, 43,	Pass	Taverns around the map allow gambling gold.
2.15	The game should include a world map.	22	Pass	A "zoom" map (used with

				M) or a full map (used with Q).
2.16	The player should be able to gather items.	28	Fail	Requirement removed.
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	Pass	Had to compromise and include a small text tutorial rather than an interactive one.
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	
2.20	Add a new type of crew member, who can be added to a player's ship after achieving an objective, which grants the player's ship special abilities (e.g., faster movement, stronger attacks)	44, 45, 46		Crew members unlocked after defeating each college. Can be upgraded at nearest department.
2.21	Add a new type of natural obstacle to the lake, e.g., a whirlpool, a typhoon, a giant sea serpent. The obstacle should appear randomly and, ideally, should be something that can only be avoided or endured, instead of defeated (e.g., it causes damage, or delays progress).	47, 48, 49		Kraken added. A powerful but slow monster which must be avoided as it cannot be damaged.
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	-	Pass	