

Requirements left to implement

Requirement	Left to implement	Started	Completed
F1.1) The in-game map must be recognisable as related to the actual University of York, such as containing two main clusters	Second half of the map	28/01	31/01
F5) The game must have at least five colleges and three departments	Two colleges and two departments	02/02	04/02
F3.2) Chance to encounter enemies in the form of ships, monsters	Monsters	07/02	11/02
F3.3) Chance to encounter obstacles and bad weather	Bad weather affecting player sailing	02/02	05/02
F6.3) Points will be awarded upon survival from bad weather	Bad weather affecting player sailing + points	05/02	06/02
F9.1) Departments will act as shopping points selling special boosts to the player's ship	Implementing the boosts	07/02	11/02
F11.1) Player will be able to upgrade ships or acquire special boosts with gold	Implementing the boosts	07/02	12/02
F12.1) There will be a mini game that involves betting with the player's current gold	Mini game + player betting	28/01	06/02