| Requirement ID | | Final Problems | Requirement Type and Description | Trace to Design specification | Unit Test IDs | | | | | | | | | Black Box Testing (Unit or Ad-HOC) | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | Integration test Cases | | | | | | System Test Cases | | | | | | | | Acceptance/Alpha Testing | | | |
					2.01	2.02	2.03	2.04	2.05	2.06	2.07	2.08	2.09	1.06	1.07	1.08	1.10	1.11	1.12	1.01	1.02	1.04	1.05	1.09	1.13	1.15	1.18	1.03	1.14	1.16	1.17
Progression (Objective) System	F2.1	N/A	Game victory screen when final boss defeated.	Victory screen after defeating all five colleges.										Non-requirement test	█								Non-requirement test									Non-requirement test
	F3.3	N/A	Chance to encounter obstacles and bad weather	Air wall blocking access to the campus East before																█	█										
New colleges and departments	F1.1 & 5.2 (duplicate requirements)	N/A	The in-game map must be recognisable as related to the actual University of York, such as containing two main clusters (Campus East and West)	New content includes campus east with islands shaped like their corresponding shapes and position on a map.										Non-requirement test									Non-requirement test					█			Non-requirement test
	F5.1	N/A	Five colleges and three departments based on real locations in the University of York will be featured.	New content includes: CS department, Langwith, Goodricke.																		█									
Weather System and Lake Monster	F3.2	N/A	Chance to encounter enemies in the form of ships, monsters.	Lake monsters implemented	█	█	█	█						Non-requirement test									Non-requirement test		█		█				Non-requirement test
	F3.3	N/A	Chance to encounter obstacles and bad weather	Storming and Neutral weather implemented depending on map sector.				█	█	█							█							█							
	F6.3	N/A	Points will be awarded upon survival from bad weather	Points gained is increased by two per second for every second spent in bad weather.												█															
Minigame	F12.1	N/A	There will be a mini game that involves betting with the current player's gold.	Goose race minigame where you bet on a goose to win.									█	Non-requirement test				█					Non-requirement test		█					█	Non-requirement test
Buffs/Service/Shops	F9.1 & F11.1 (duplicate requirements)	If a buff is bought in a college, it raises the prices of permanent upgrades in the departments for the buff duration.	Player will be able to upgrade ships or acquire special boosts with gold at a department	Departments have purchasable permanent upgrade, Colleges now also have a shop when captured with purchasable temporary buffs										Non-requirement test	█			█					Non-requirement test		█	█					Non-requirement test