

Questions:

Q1 General

Q2 Sailing Mode

Q3 Combat Mode

Q4 Points System

Q5 Upgrades/Items/Shops

Q6 Main Objective

Q7 Minigame

Q1.1	Can it be a 2D game? Yes
Q1.2	Would you like to be able to change how your character looks? Not required
Q1.3	What input methods would you like? Keyboard & mouse

Q2.1	For the sailing system, is a grid based movement an appropriate implementation? Up to us
Q2.2	Will there need to be other ships/monsters moving round the map for players to go into combat with? Does story require random encounters? Flexible.
Q2.3	Can the map be split into 2 areas, a starting area and an unlockable one? Fine. East can be more dangerous.
Q2.4	Can the movement system be turn-based? Depends on our story
Q2.5	Will bad weather have an effect on the player ship's speed? Could do.

Q3.1	Would a turn-based combat system be suitable? Yes
Q3.2	Can items be usable within a battle or used before the battles? Up to us
Q3.3	At the end of combat if you lose, should a buy back with the money system be implemented? Checkpoints you can go back to - some way of preserving life. Potentially have the minigame as a check to see if you live or not.

Q4.1	Would you like to have a leaderboard that tracks high scores? Yes
Q4.2	Should the amount of points have an effect/multiplier on plunder? Up to us

Q5.1	Would you want to go to a shop to upgrade your ship? Yes
Q5.2	Would you like to be able to increase the speed of your ship? Up to us
Q5.3	Where would you like the shops to be located? Up to us
Q5.4	Would you like to be able to buy different skills for the combat system? KISS

Q6.1	Would you like to have Campus East and Campus West as two seperate areas? Already answered
Q6.2	Does the end objective need to be different each time you play? Up to us
Q6.3	Would you like bosses to be harder as you progress through the game? Up to us, but probably?
Q6.4	Do you want the game to end as soon as you complete the end objective? Doesn't have to

Q7.1	Would you prefer a mini game whilst sailing or whilst on land? (Theme based so not too important) Doesn't matter as have decided to do it for end of life
Q7.2	Do you want the minigame to have rewards that affect the main game? Doesn't matter as have decided to do it for end of life
Q7.3	What would you like the minigame to be? Up to us