Requirement ID			Requirement Type and Description		Assessment 2 Testing (7Seas of Something)		Unit Test IDs							Black Box Te	sting (Unit or	r Ad-HOC)							
		Final Problems		Trace to Design specification		Assessment 3 Testing (The Element of SEPRise)	2.01	2.02			2.05 2.05		1.03		System T 1.02			ance/Alpha	Testing 1.07				
		The player is rewarded		Reward for beating enemy -																			_
User Functional Requirements (Transformation)	A1.1	disproportionately to the cost of battle	If the player defeats a ship, they should be rewarded	depending on enemy type, not enemy difficulty																	Final p	roblem unre	solved
	A1.2	N/A	The player should have encounters when they move in sailing mode	Question mark nodes																	New	er implemer	ited
	A1.3	N/A	If the user travels, there should be a reasonable cost	Alternative: Encounters are difficult enough to be costly to the user (This alternative has been chosen)																	New Features		
	A1.4	N/A	Add a new type of crew member (New to Assessment 4)	Three new crew members added																			
	A1.5	N/A	Crew member can be added to a player's ship after achieving an objective.	Added after defeating a college																			
	A1.6	N/A	A crew member grants the player's ship special abilities (e.g., faster movement, stronger attacks)	Healing, Reduced Draw Cost and Increased Gold Reward																			
	A1.7	N/A	Add a new type of natural obstacle to the lake, e.g., a whirlpool, a typhoon, a giant sea serpent.	Appears as a node imitating an encounter masking it's presence																			
	A1.8	N/A	The obstacle should appear randomly	iteration of nodemap generation																			
	A1.9	N/A	The obstacle ideally, should be something that can only be avoided or endured, instead of defeated (e.g., it causes damage, or delays progress).	A random debuff upon encountering one of these obstacle nodes																			
User Functional Requirements (Invariant)	A2.1	N/A	The player should be able to spend resources	You can at Departments																			
	A2.2	N/A	The player should have a main objective	Beat all the levels by beating the final bosses, the colleges																			
	A2.3	Not an enjoyable reward, 200g for the chance at only 1 card and 100 gold.	The game must have a minigame	There is a minigame accessible through the Departments																			
	A2.4	N/A	There must always be a way to lose the game	You can lose if your health hits 0																			
	A2.5	N/A	The player should be able to attack land bound objects like colleges	You fight colleges at the end of each level																			
	A2.6	N/A	The game map must have at least 5 colleges, 3	There are 5 colleges and many more than 3																			
	A2.7	N/A	The player should earn points. ("points" have become "gold")	departments  Points have now been implemented separate to gold earned through																			
	A2.8	N/A	The game should include a sailing and combat mode	victories  Both modes exist, even more modes on top of this																			
	A2.9	May not always seem like the uni	The game must be themed on the University of York campus	Colleges and Departments are named after locations on map																			
User Functional Requirements (Failures)	A3.1	N/A	The player should not have the final objective available to them immediately	Must pass through a full set of nodemaps for this	Untested But Implemented	Untested But Implemented																	
	B1.1	Maybe not indepth enough	The game should have a user manual to help with play	A user manual does exist in on the website																			
	B1.2	N/A	Deciding to engage in combat must result in switching to combat mode	Switch works																			
	B1.3	This was never implemented	The player moving should use resources	N/A																			
	B1.4	N/A	Colleges and departments should be given a location on the map when the game starts	This works successfully for every level																			
System Functional Requirements (Transformation)	B1.5	N/A	The system must end the game when the user's health is 0.	Ends successfully																			
	B1.6	N/A	The system must display contents of the shop and allow the purchase of items when shopping ("items" to be sold are ship stat upgrades)	This is allowed and displays properly																			
	B1.7	Points are not gained through ALL encounters	Successful encounters should give the player	Points can be gained through battle based																			
	B1.8	This was never implemented	points and gold  The system must end the game when the user doesn't have enough resources to travel.	encounters N/A																			
System Functional Requirements (invariant)	B2.1	N/A	The game should include a virtual currency (gold)	Player does have gold																			
	B2.2	N/A	The system must block access to a certain location which contains the final boss challenge	You must progress through a full node tree																			
	B2.3	Does not always feel rewarding	A minigame should exist that rewards the player	It exists, rewards the player with 100G and the matched card upon victory																			
	B2.4	N/A	The game should always display ship statistics such as health.	Displayed in overhead HUD																			
System Functional Requirements (Failures)	B3.1	N/A	The player should not be able tospend more money/resources thanthey have	They are correctly restricted																			