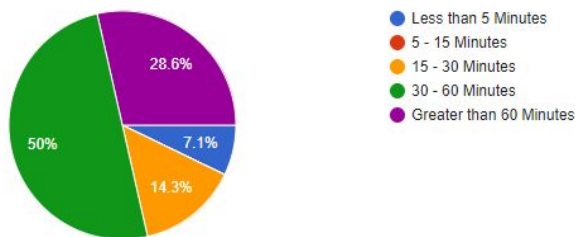## Requirements

Our 2 stakeholders, our customer and the communications office, presented us with 7 requirements for which our game must oblige by:

- The game must have at least 2 modes, sailing mode and combat mode
- There must be at least 5 colleges and 3 departments involved
- There must be a points system where these points are accumulated through combat and over the passage of time
- It must be possible to take over a college with the use of combat (which accumulates points) but not possible to take over a department
- There should be an objective throughout the game which is not immediately achievable and must be worked towards
- There must be a gold/plunder system which is acquired through combat and taking over colleges, this gold must have a way to be spent eg. on a new weapon or ship
- There must be a mini-game completely different from the main game

As our target audience is our fellow computer science students we decided to create a survey asking them a variety of questions about what they would like from our game, from the questions and from meetings between us and the customer key elements and mechanics of the game can be decided from the beginning and the game can be created based around them. The results of the survey are as follows:

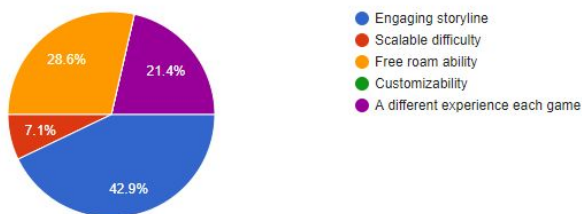### What is your ideal start to finish length of a game?
14 responses

Legend:
- Less than 5 Minutes
- 5 - 15 Minutes
- 15 - 30 Minutes
- 30 - 60 Minutes
- Greater than 60 Minutes

28.6%, 7.1%, 50%, 14.3%

Half of all the people that filled out he survey wanted a game between 30-60 minutes long winning by a large margin and so this is what we will aim for when developing our game. It was also noted that more people wanted a game greater than 60 minutes than people that wanted a game between 0 and 15 minutes and so we will try and make the average game towards the later end of 30-60 minutes.

What do you look for in a game?
14 responses

Legend:
- Engaging storyline
- Scalable difficulty
- Free roam ability
- Customizability
- A different experience each game

28.6%, 7.1%, 21.4%, 42.9%

Seen as the majority of people want an engaging storyline in the game we will oblige and add text that is said by NPCs in an attempt to create a story that the player can follow along with, also due to free roam ability and a different experience each game also having popularity we will try to have as much player freedom as possible and have random events in our game making each game different from the last. It was also noted that no one looked for customizability..
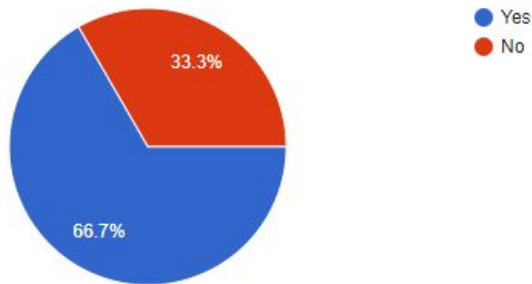
What is your preferred input?
14 responses

Legend:
- Keyboard and Mouse
- Keyboard
- Mouse

85.7%, 7.1%
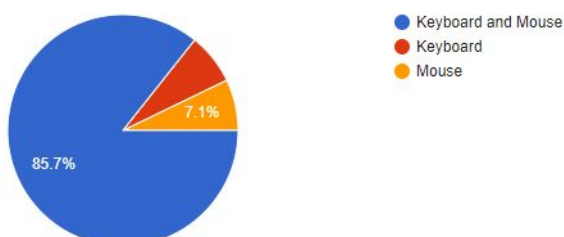
The results speak for themselves on this one, the game will be played by using both the keyboard and the mouse in conjunction with each other and either one or the other on certain tasks.
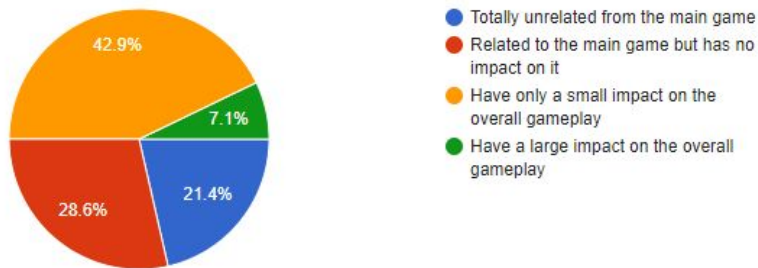
On a large map would you like a 'fog of war'?

12 responses

- ● Yes
- ● No

33.3%

66.7%

Most people wanted to see a 'fog of war' implemented with the game and so we will add a mechanic so the player cannot see unexplored territory.

How would you prefer the inclusion of a mini-game to be implemented?

14 responses

- ● Totally unrelated from the main game
- ● Related to the main game but has no impact on it
- ● Have only a small impact on the overall gameplay
- ● Have a large impact on the overall gameplay

42.9%

7.1%

21.4%

28.6%

It was 50-50 on whether the minigame should have an impact on the game or not but the majority of people surveyed wanted it to make a small impact on the game and so our minigame will give the player extra points that add up towards their final score for their game and potentially give them a small amount of extra currency.