

ID	Requirement	Pass/Fail	Comment
C1	Game must appeal to SEPR cohort, the customer and the communications office	N/A	This requirement cannot be tested until the final product is played.
C2	Game must be able to run on the computer science computers	PASS	The game was tested on the computers in the Computer Science block.
C3	Game must take keyboard and mouse as an input	PASS	
NF1	Code and documentation for the game must be readable, maintainable and consistent	PASS	
NF2	Game map must be based around the University of York	PASS	Departments and Colleges based on UoY.
NF3	The game must be able to run on a Windows operating system	PASS	The game was tested on computers with a Windows operating system.
NF4	The game must not contain any violence in the form of gore	PASS	All graphics are simple and cartoonistic with no graphic violence.
NF5	The game should take less than 2GB disk space and RAM	PASS	
F1	Gameplay should last around 20-30 minutes	PASS	A full playthrough of the game lasts just over 20 minutes at a low skill level
F2	The game must include AI players	PASS	The CombatEnemy represents an AI enemy.
F3	The user should be able to save the game and reload it at a later time	FAIL	Not implemented as complications prevented us from implementing this in the given timeframe.
F4	A mini-game must be present which is completely unrelated to the game and should last around 1-2 mins	PASS	A minigame has been successfully implemented that can last as long as the user desires
F5	Defeating a college will sack the college	PASS	When a college is defeated it removed from the active colleges list and hence treated as sacked.
F6	The main game must have two modes; sailing and combat	PASS	This has been implemented
F7	The game must include a points system for a leaderboard	PASS	The GameManager class keeps track of points.
F8	The game must include "plunder" in which the player can spend on upgrades	PASS	The GameManager class keeps track of gold which can be spent in the shop.
F9	The game must include a shop in which the player can buy items and upgrades	PASS	We implemented shops as departments.
F10	Each gameplay must have an objective to complete	PASS	The objective is to defeat the enemy ship.
F11	Game must include diminishing factors such as crew and food	PASS	The GameManager class keep track of these resources.
F12	Visiting a department will access a shop unique to the type of department	PASS	
F13	The game will end once all the colleges have been captured	PASS	Once all colleges have been captured, the game is complete.
F14	The player has unlimited time for each turn	PASS	
F15	There must be at least 5 colleges and 3 departments in the game	PASS	This is done in the colleges and departments classes
F16	Points must be accumulated through defeating enemies and how long the user survives.	PASS	Points are accumulated through enemy defeats, how long the user survives and college captures
F17	The game should include sound effects and music	PASS	The game has different sounds for animations and music throughout
F18	The game should include different types of enemies with different attributes	PASS	Enemy ships will vary in attributes.
F19	The game should give a clear UI containing the information of player stats along with a menu screen	PASS	The player's health bar and resources are clearly displayed.
F20	Game Graphics should be non-realistic and more cartoon-like	PASS	