Overarching requirements:

* There must be at least three colleges in the game
* Each game play should have an objective (not immediately achievable)
* Points must be accumulated through combat and via the passage of time
* Defeating another pirate ship leads to the acquisition of plunder (i.e., gold).
* It must be possible to capture another college via combat
* Random encounters with ships/bad weather
* a way to “spend” the plunder

Functional Requirements:

* Player must belong to a college
  + Cannot attack own college
  + Cannot attack ships from college
* Ships must be able to move
  + The ships must have different options on what to do depending on where they are moving to (ie. if moving to an enemy ship, there should
* Must be at least 3 colleges
  + Colleges must have their own ships and gold
* Get automatic gold from about the lake
* Map is fully visible
* An objective must be assigned to the player, not finishable instantly.
* Players can spend plunder at ports or on the ships
* Players can attack ships/colleges
  + Players cannot attack their own college
* Ships//bad weather must spawn

Non-functional:

* Ships should have which college they’re from identifiable (by colour?)
* Graphics

Questions:

Do we need to include requirements for assessment 2 or just assessment 1?

Just assessment 1

* Is it a top-down or a side scrolling 2D game?

Top-down 2D is ok.

* Objectives?

Players acquire points/plunder and attack other colleges.

* + Randomly chosen or same each time?

Same objectives each time.

* + - If same each time can the player choose what their objective is

***### Unanswered ###***

* + Types of objectives? (Defeat certain enemies, acquire a certain amount of gold etc.)

Attack other colleges.

Acquire points/plunder.

* Do the other colleges need to be controlled by an AI?
  + Do the ships need to have an AI?
  + Do the ships need to move around on their own?

Make them move around as it will make the game more interesting

* Are we discovering the map or can we see the entire map from the start of the game

Show the entire map when starting the game.

Should be small then.

* Have the ships got their own objectives/actively preventing the player from achieving the game goal? No?
* Are the number of ships fixed?

Make the game fair, there should be the same number of ships per college.

* + Can you build more ships?

Not for assessment 1 as this would come under upgrades/spending points.

* + Will the other colleges come back after their ships are defeated?

No

* Can players own more than one ship?

No, as far as we are implementing

* Should there be audio?

Have some sort of sound effects and background music but not a priority

Must be able to mute

* What level of graphics are expected, “we are thinking pixel style“?

Keep graphics simple. Healthy/clean

* Replayability

Just restart the game.

* Difficulties? No

2)

* Does ships/bad weather spawn randomly or is it specific to location?
* Do ports need to exist to spend plunder?

Extra details:

* Impress users, enjoyable
* short (5-10mins), time limits may be needed
* For open days (played by non-students)
* Ships can only attack colleges, and ships take damage if they crash into each other/ the environment.
* Know where you are going
* Ships can acquire points.
* Only one level/map required
* Project should be simple.
* Game should be challenging but winnable.
* No demo mode
* No blood
* Consider colour scheme
* Consider portability to run on different platforms.
* Ships can acquire plunder, although it is not spendable in assessment 1.