

After reviewing the brief we realised that the roboticon placing stage should be timed and therefore changed requirement 1.14 to account for this (previously it only stated that the players should have a fixed amount of time to purchase and customise roboticons).

After picking up the project we decided that it would be better to have two human players playing against each other rather than one human player against an AI. We spoke with the client about this and then changed requirement 1.1 accordingly

We also spoke to the client about modifying the requirement 1.11 so that we don't have to force the player to acquire a plot each turn but instead just allow them to buy a maximum of one per turn and then changed the requirement. We did this because we liked the fact that the game we picked up made players buy plots but realised that we couldn't force players to buy a plot every turn as they may not have the money. We also had to adjust requirement 1.12 as previously it talked of doing making the player buy a plot rather than giving them the opportunity to do so.

We updated the reference to the risk register in requirement 1.18 as we realised that we had forgotten to do this as part of assessment 2 when when we modified the risk register.

We deleted requirement 2.1 as we no longer have an AI player.

A version of the requirements with changes highlighted in yellow and deletions in red can be found here:

<https://sepr-topright.github.io/SEPR/documentation/assessment3/RequirementsColouring.pdf>

A version of the requirements with deleted sections deleted and changes not highlighted can be found here:

<https://sepr-topright.github.io/SEPR/documentation/assessment3/RequirementsNoColouring.pdf>