## Updates on existing requirements

| Changes made: | Update the map to accommodate two more colleges and another department |
|---|---|
| Requirement: | F5 |
| Justification: | In the assessment 2 iteration of the game, there was only three colleges and two departments so we are adding two more colleges and one more department to fit with the criteria for the finished game |

| Changes made: | Changing the buy menus options |
|---|---|
| Requirement: | F9.1 |
| Justification: | At the moment we felt like the game got progressively harder to progress due to the increasing price of the upgrades however the gold gained for defeating a ship didn't so our new department will have an upgrade which increases the amount of gold gained for defeating an enemy |

| Changes made: | Changes to point scaling |
|---|---|
| Requirement: | F6 |
| Justification: | We like this requirement but would like to change it so points are accumulated through combat and over time however only while the player is at risk of a random encounter, so when the player is in enemy territory, as this could previously be exploited to gain infinite points when the player is at no risk of entering combat with another ship. |

| Changes made: | Balancing capturing colleges |
|---|---|
| Requirement: | F8 |
| Justification: | At the moment the combat with a college is almost impossible, so we're going to make the colleges easier to defeat so that players don't get discouraged after losing a battle. |

| Changes made: | Implement perks for defeating colleges |
|---|---|
| Requirement: | F8.5 |
| Justification: | We wanted a reward for defeating a college so that it gives the player a sense of achievement and a reason to actually defeat colleges |

| | because at the moment continually winning battles with ships in enemy territories is an endless cycle to earn the money to upgrade your ship. |
| --- | --- |

| **Changes made:** | Well written code reducing crashes to a minimum |
| --- | --- |
| **Requirement:** | NF2.1 |
| **Justification:** | Rather than trying to keep crashing rate under a certain percentage, as depending on what you do while playing the game there could be no chance whatsoever of a crash compared to a higher chance, we instead will check all parts of the program are well written and do not cause any fatal errors under any circumstances using thorough testing and so there should be no crashes by the time it is completed. |

| **Changes made:** | Minigame cannot affect main gameplay |
| --- | --- |
| **Requirement:** | F12.1 |
| **Justification:** | The previous requirement for the minigame suggested gambling with the player's current gold however this would cause changes to the gameplay as the user could then win more gold and go and upgrade their ship making the game easier. We have changed the requirement so that the player is awarded with points instead which cannot be used to gain any benefit during gameplay. |

## New requirements

| **New requirement:** | Make changes to the map to provide room for the additional colleges and departments. |
| --- | --- |
| **Reference:** | F13 |
| **Description:** | F13.1 The map must resemble the university campus and contain new colleges and departments. |

| **New requirement:** | Enemy ships will be clearly differentiated from the friendly ships. |
| --- | --- |
| **Reference:** | F14 |
| **Description:** | F14.1 The enemy ships will be clearly distinguishable from friendly ships through the use of artwork |

| New requirement: | Save/Load feature. |
|---|---|
| Reference: | F15 |
| Description: | F15.1 The user will be able to save their game state.<br>F15.2 The user will be able to load their previously saved game state |

| New requirement: | The game will have weather which will affect the ship. |
|---|---|
| Reference: | F16 |
| Description: | F16.1 The weather will be randomly modified and will affect the user's ship. |

| New requirement: | The ship will have different health for different sections of the ship |
|---|---|
| Reference: | F17 |
| Description: | F17.1 The ship will be able to take damage on different areas (i.e sail and hull) |

| New requirement: | Owned colleges will act as a hub to manage the ship |
|---|---|
| Reference: | F18 |
| Description: | F18.1 The player will be able to manage the features of their ship by interacting with owned colleges, allowing them to customise their ship for combat. |