This document is intended to link the requirements, with an observation.

| Test Passed |
| Removed Requirement |
| Test Failed |

	Additional Requirements			
Requirement	Requirement Description	Observation	Related Classes	Related Methods
A1	The game shall calculate the score as a function of time played and successful flights.	When playing the game a score is displayed in the top left corner of the screen, this score increases with time and each time an aircraft reaches the next waypoint of it's flight path.	Score	score.calculate()
A2	The shall be able to support a maximum of at least 10 aircraft in the airspace at one time.	The game can support a maximum of 10 simultaneous aircraft, the chances of a new aircraft spawning reduce as more occupy the airspace.	Airspace	airspace.addFlight()
A3	Flight plans will be generated that lead certain aircraft to airports, where they will be able to land and take off after a period of time.	Flight plans have the possibility of generating aircraft stationary at the airport at the beginning of the game. Each flightplan has a chance of ending at an airport, this same aircraft will then take off from this airport at a later time.	FlightPlan	flightplan.buildRoute()
A4	Aircraft can be commanded to both land at airports and take off from airports.	When an aircraft is situated over the airport where it is intended to land, the user interface displays a "Land" command appears in the Navigation Menu. Ordering this command causes the aircraft to land itself. Likewise, when a plane is ready to take off, a "Take off" command appears, clicking this will cause the aircraft to ascend and become controlable.	Flight, flightPlan, Airport	flight.checkIfFlightAtWaypoint() flight.permitToLand() flight.permitToTakeOff() flight.abortLanding()