11/26/2018

Daragh K. Carroll

t00201097

High Seas Privateer

Object Oriented Programming Project

*Requirements Specification*

**1. Player will select the difficulty.**

**1. Player and System will create a crew.**

1.1 Player will name five crew members, the first being the Ship’s captain.  
 1.2 System will set each crew members health and status to a default value.  
 1.3 System will construct a crew out of the five newly constructed members.