

Requirement	Passes	Reviewer:	Passed?	Reviewer:	Passed?	Reviewer:	Passed?	Reviewer:	Passed?	Reviewer:	Passed?
		Kieran		Jack		Martynas		Joe		Nico	
1a	5	The game makes sense and as shown in usability tests it can be played by complete beginners to the game	Yes	The game is intuitive and easy to learn from the manual	Yes	game is not difficult to play	Yes	The game is easy for newcomers to play because it partially takes decisions for them using RNG, giving them fewer things to think about	Yes	Once rules are learnt, it is not challenging	Yes
1b	5	Takes slightly longer with 4 human players, but average game of 2 human and 2AI is right in the sweet spot of 15 minutes	Yes	Usually takes roughly 12-15 mins	Yes	It depends on how many players are playing	Yes		Yes		Yes
1c	5	UI makes sense and all ambiguities or confusion are solved with the user manual. This is evidenced again in usability tests	Yes		Yes	UI is beginner friendly	Yes	UI is a little daunting to grasp at first, but can be tracked easily once learned. Given that the use case includes the user manual being read, usability testign has confirmed this requirement is fulfilled	Yes		Yes
2a	5	Landmarks are easily visible and the map is clearly the Heslington West campus	Yes		Yes	there are more than 3 visible landmarks	Yes	I can spot the library, Heslington Hall and the James running track on the map	Yes		Yes
2b	5	The map is divided into 16 square plots	Yes		Yes	maps is divided into 16 plots	Yes		Yes		Yes
2c	5	All plots are initially unallocated	Yes		Yes	plots are not allocated initially	Yes		Yes		Yes
3a	5	Players all have a unique colour and there can be a maximum of four players	Yes	Yes, the colours show which player owns each tile	Yes	players are distinguishable	Yes	Plots owned by players have borders rendered in their colleges' colours	Yes		Yes

3b	5	The game plays in a hot seat style with players alternating each phase	Yes		Yes	players take turns	Yes		Yes		Yes
4a	5	Final score is completely calculated by the amount of resources belonging to each player at the end	Yes		Yes	final score is based on resource ammounts	Yes		Yes		Yes
5a	5	The three resources are: Ore, Energy & Food	Yes		Yes		Yes		Yes		Yes
5b	5	Selling and buying with money is available	Yes		Yes		Yes		Yes		Yes
5c	5	Each player begins with 50 money	Yes	Eeach player starts with 50 money units	Yes	in the beginning player has 50 money units	Yes		Yes	Players' money resource starts at 50	Yes
5d	5	Gambling is available with money as the stakes. The player is both able to win and lose	Yes	There is a gambling minigame present	Yes	player can gamble for money	Yes	A gambling minigame can be played at any time for 20... monies?	Yes		Yes
6a	5	A variety of effects both Plot and Player based can occur in phase 4	Yes	Various effects take place on round 4	Yes	random effects are implemented	Yes	Well, I experienced Brexit once, so I guess you could say they can be pretty impactful	Yes	Random effects have varying impacts	Yes
7a	5	Prices in the market are set accordingly to the supply the market has and they adjust dynamically	Yes	The market prices change dynamically	Yes	"Supply and demand economics" principles implemented	Yes		Yes		Yes
7b	5	Market initialises with the 16/16/0 setup	Yes		Yes		Yes		Yes	Correct amount	Yes
7c	5	Market initialises with 12 Roboticons	Yes		Yes		Yes		Yes	Correct amount	Yes
7d	5	Gambling is available with money as the stakes. The player is both able to win and lose	Yes	Gambling accessed below the market	Yes	Gambling is implemented	Yes		Yes	Gambling accessible below market	Yes

8a	5	Roboticons are required on a tile to produce resources	Yes	Resources will only be generated in round 4 on tiles with roboticons present	Yes		Yes		Yes		Yes
8b	5	Roboticons are treated as a resource by the market and prices are treated with the dynamic updates. All players are able to purchase Roboticons	Yes		Yes		Yes		Yes		Yes
8c	5	Roboticons require a tile to be functional assets	Yes		Yes		Yes		Yes		Yes
9a	5	This phase is not subject to random effects and unoccupied land is able to be purchased	Yes		Yes	unoccupied land	Yes		Yes		Yes
9b	5	This phase is time limited and again not effected by random events. Roboticons are available to be purchased from the market	Yes	Roboticons are bought within the arket interface	Yes	roboticons are purchased from the market	Yes		Yes		Yes
9c	5	This phase has both a time limit and is not effected by random events. Upgrades of the roboticons are available for purchase	Yes		Yes	the purchased Roboticon may be installed on a plot of land owned by the player and then customised for additional fees	Yes		Yes		Yes
9d	5	Random effects and production of resources occur in this phase	Yes		Yes	the players' colonies produce Food, Energy and Ore	Yes		Yes		Yes
9e	5	Market and tading is available in this phase	Yes		Yes		Yes		Yes		Yes

10a	5	Game ends after the last plot has been acquired, as expected	Yes		Yes	game will end at the end of the round in which the last plot of land has been allocated	Yes		Yes		Yes
11a	5	Tile info is displayed after being claimed	Yes		Yes		Yes		Yes		Yes
11b	5	Roboticon upgrade levels are visible and clear	Yes		Yes		Yes		Yes		Yes
13a	5	The CTC mode occurs in the final 15s of phase 3	Yes		Yes	This mode occurs during a 15 second period at the end of phase 3	Yes		Yes		Yes
13b	5	The chancellor appears and moves randomly	Yes		Yes	The chancellor appears at a random point on the map	Yes		Yes		Yes
13c	5	The chancellor rewards the player with 50 money on capture	Yes	The player receives 50 money units when they capture the chancellor	Yes	extra points is a sum of money	Yes		Yes	Player recieves 50 money upon capture	Yes
14a	5	The main menu allows up to 4 players Min 1 human, max 3 AI	Yes		Yes		Yes		Yes		Yes
14b	5	All players are assigned a college	Yes		Yes	The game assigns a university college to each player	Yes		Yes	Colleges are automatically assigned	Yes
15a	5	Players are able to acquire a tile each turn	Yes		Yes	Players is able to acquire tiles for their colleges	Yes		Yes	Can claim tiles in phase 1s	Yes
15b	5		Yes		Yes		Yes		Yes		Yes
16a	5	No keyboard needed. Mouse only	Yes	Mouse but no keyboard	Yes	keyboard isn't used	Yes	No keyboard required at the moment	Yes	But keyboard is not used	Yes
17a	5	Resources are clearly visible	Yes	Yes, on the left hand side	Yes	Counters for current player's resources are displayed	Yes		Yes	Resource counters on left panel	Yes

[illegible]