**Final Submission Table**Copy and paste the table below and fill it out completely. For the minimum specifications, please note reasons for any deviations from standard specs in the ‘comments’ column.

Group Number: \_\_\_\_\_\_\_\_\_\_5\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Features (minimum specifications = 50%)** | **Yes/No?** | **Comments** | **Team member(s)\*** |
| 0 | Compiles and runs fine without errors/Code quality - comments, indenting, etc. | Yes |  | AB(50%) + SS(50%) |
| 1 | Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer | Yes |  | SS |
| 2 | Start game: stationary paddles, countdown timer from 3, paddles should not be able to move | Yes |  | SS |
| 3 | At least one ball should spawns with random velocity | Yes |  | AB |
| 4 | Objects should not exceed 1024x768 boundaries | Yes |  | SS |
| 5 | Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed) | Yes |  | SS |
| 6 | Ball should bounce off paddles and window edges predictably | Yes |  | SS |
| 7 | Hit registered when ball collides with base, destroying warlord and related paddle | Yes |  | AB |
| 8 | Game has two minute time limit (and a way to keep track of this) | Yes |  | SS |
| 9 | Game can be paused/resumed with ‘p’, exited with ‘Esc’ back to main screen | Yes |  | AB |
| 10 | Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen | Yes |  | AB |
| 11 | Appropriate sounds played for any collisions | Yes |  | AB |
| **Design Elements (worth 50%)** | | | | |
| 1 | Campaign mode with a storyline and video cutscenes | Yes |  | SS |
| 2 | Skills that can be used by the player (Catch and Hold ball & Explosive Ball) | Yes |  | AB |
| 3 | Power ups in the game (Paddle Size up & Ball speed up) | Yes |  | AB |
| 4 | Artificial Intelligence to control non-player paddles appropriately | Yes |  | AB |
| 5 | High Score System | Yes |  | SS |

\*List team member(s) who worked on this feature with percentage effort. e.g. JS (25%) + SW (75%)