The following is a list of features in the first dungeon from the Legend of Zelda (plus a few extras from the overworld and second dungeon). Objects listed in red are only required for teams of size 6. For teams down to size 4, you may cut objects listed in blue. If your team is effectively operating at size 3 or below contact your instructor for advice on how to proceed. You may substitute other features to add or remove from the game with approval from your grader instead of using the color coding in this document.

Environment (tiles) – John

* Statues
* Square block
* Push-able block
* Fire
* Blue gap (unwalkable)
* Stairs

Environment (tile or part of background) - John

* White brick
* Ladders
* Blue floor
* Blue sand

Environment (other) - John

* Walls / room border
* Open door
* Bombed wall opening
* Keyhole locked door
* Diamond symbol locked door

Player and “friendly” projectiles – Aubert/Sounak

* Link
* Wooden Sword
* Sword beam
* Arrows
* Boomerang

Systems

* Sound effects
* Music
* Collision handling
* Game state logic (pause, Item selection)
* Start screen – Aaron Shi

Items - Nate

* Compass
* Map
* Key
* Heart container
* Triforce piece
* Wooden boomerang
* Bow
* Heart
* Rupee
* Arrow
* Bomb
* Fairy
* Clock
* Blue Candle – Aaron Shi
* Blue Potion – Aaron Shi

Enemies and harmful projectiles - Ben

* Bat (keese)
* Skeleton (stalfos)
* Dog-like monster (goriya)
* Jelly (gel-small and zol-big) – Aaron Shi
* Hand (wall master)
* Spike cross (trap)
* Snake (rope) – Aaron Shi
* Boss/Dragon (aquamentus)
* Boss/Dragon fireballs
* Boss/Dinosaur (Dodongo) – Aaron Shi
* Enemy cloud appearance
* Enemy death explosion

NPCs and neutral projectiles - Sounak

* Old man
* Flame in old man room
* Link’s candle flame– Aaron Shi
* Link’s bombs

Gameplay HUD elements

* LEVEL-#
* Map from map item
* Map icon for player
* Triforce location icon given from compass
* Rupee, key, bomb counts
* Selected inventory item
* Current sword
* Life max hearts and current heart count

Inventory HUD screen elements

* Icons for obtained items
* Item selection indicator
* Indicators of collected map and compass
* Map created room by room based on player movement in the dungeon