

GT Quest MMXXI FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

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- ☒ Accelerometer moves the player
- ☒ Walls block character motion
- ☒ Omnipotent mode button walks through walls
- ☒ The first Map must be bigger than the screen (at least 50*50 tiles)
- ☒ Stairs/ladders/portals/the door go between the first and the second map.
- ☒ More than 1 spell to choose from to fight monster (you use the Godbuthcer (a sword) to kill the final Boss)
- ☒ Dialogue box presents when casting spell
- ☒ Quest works (key & door work)
- ☒ Display Game Over when quest complete
- ☒ Status bar shows player coordinates
- ☒ Speech bubbles used in quest
- ☒ Art include at least one sprite

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EXTRA FEATURES (choose up to 10): [----- Over 10 Advanced
Features -----] ~ checked off by Prof. Wills during office hours

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- ☒ Add a start page
- ☐ Sound effects for interactions / background music
- ☒ Different modes of locomotion (e.g., running, hopping, etc.) They should be visually distinctive. [-----Trailing Clouds-----]
- ☒ Animation for interactions with things in the map [-----Waves

Flooding Poesidon's Room in the Third Map Present-----]

___ In-game menu:

- Save the game
- Show status information
- Configuration (Accelerometer direction, which button is which, etc.)

__X__ In game inventory with useable items [-----Bottom Panel along side the Lower Status bar-----]

__X__ Multiple lives and the possibility to lose:

- Health & stuff that hurts you.

[-----indicated with both the lower Status bar w/ Live: # and the Health bar to the right of "#" (the number of remaining lives the player has) -----]

__X__ Mobile (walking) NPCs or monster. [-----Lost Souls (x4) in Limbo map (World between Worlds)-----]

___ Save the game (persistent over power-off)

___ Bigger objects in the map that blocks the character.

- A very tall tree that hides the character.
- A feature you can walk behind/under such as a bridge.

__X__ Multiple enemies to defeat [-----Lost Souls and Muse, but the Muse is the main one, that needs to be defeated in order to complete the quest -----]

- can complete game without killing lost souls (but they can deal damage to you whenever they pass through you)

___ Throwable combat items

- Animated dagger/spells

__X__ Turn based combat menus

___ Side profile for combat (think of pokemon games combat sequences) : will likely require use of SD card reader.

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___ Other: (please describe)

__X__ More than 5 sprites

__X__ More than 5 maps

___ (5 Characters including, main player, who are incorporated into the Storyline)
Cast:

- Player: Jean Micheal Basquiat (Player Icon is a low resolution Pixel representation of the book cover of 40th anniversary of the Taschen book which has a compilation of all his works)

- NPC 1: Dimitrios, God of Art, Craftsmanship, and Illusions
- NPC 2: Lost Souls, in the Limbo map (Map with multiple portals)
- NPC 3: Hermes, Messenger God
- NPC 4: Muse, didn't specify which of the 7

__X__ Different GAME-OVER loading screens (One for if you lose all of your lives | The other for if you complete the Game and receive the Treasure ~ also has a 50x50 pixel Image drawn onto the screen)

~ 50x50 pixel Image of MF Doom, which is the Cover art on the album Madvillany

- Image had to manually be converted from uint32_t (represented in hex) -> int (16-bit represented in hex) ~ also does not rely on using a char array, due to the number of different shades used.

- In the future, I want to develop a python script that does this conversion for me, saving time.

__X__ (should have double checked to see if this may count) LOADING-SCREEN, which is queued when switching maps

- (1) Contains an Animation with the loading ellipsis (and holds the loading screen display while (2) occurs)

- (2) Backend of Loading Screen: Clears out all of the Map items within the previous map, then sets and initializes the next map

- (3) Purpose of Development: to optimize the amount of allocated space being used within the game,

since previously it is not possible to initialize all maps simultaneously, due to the sheer number of MapItems present within each local map.

- () It was my simpler alternative, to manually allocate memory within the 32gb section of the mBed, which was mentioned by Daniel Cooper, in the ECE 2035 groupme,

or having to empty the SD Card, and then wipe the SD card after use

_____ Multiple NPC's / Quests bestowed ~ (1) Dimitrios - overarching mission is to kill the muse (2) Hermes to retrieve God Butcher (a sword the Muse stole from him, however video does not show the return of the sword)

_____ There are other features that may or may not count as advanced but is what I recall getting checked off, and is already around the 10 mark.

Turning this game into a personal project and will have MORE FEATURES TO COME
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