Checklist

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| Number | Criteria | Explanation | Reference |
| 1 | Opening screen | To show player the game has started up | Feature in all 3 existing solutions. |
| 2 X | Static obstacles | Standard, obstacles for players to overcome, must have in a platformer game like this | Dead Cells obstacles |
| 3 | Dynamic obstacle | Obstacles that require more critical thinking and require a strategy to get around | Trap adventure 2 feature, interview 1, the stakeholder likes a game having more difficulty, Dead Cells obstacles |
| 4 | Levels with different map designs | Brings variety and a form of progression to the game, so it has a story and can be played for a good amount of time before the game is completed |  |
| 5 X | Controllable player with movement | It is a platformer game so the player has to be able to navigate the game somehow |  |
| 6 | Menu + Settings | To allow the player to change parts of gameplay to their liking, and to accommodate for certain player’s circumstances, like people who may have certain keys on their keyboards that don’t work so they can re bind controls |  |
| 7 X | Health + lives system | Provides a permanent-death system which in turn enables a sense of difficulty and forces players to plan out and strategise how they play the game safely | Interview 3, trap adventure 2 feature |
| 8 | Loss + win screen | Provides the player with a sense of achievement for completing parts of the game and encourages them to play on | Dead cells feature (loss screen), interview 3 |
| 9 | Respawn system | Linking to 8, the player has to be able to continue playing after they lose all their lives. | Interview 3, Super Mario Bros, Trap Adventure 2 |
| 10 | Timer | Provides difficulty, as the project aims at training problem solving skills, efficiency is also paramount, this allows the game to take the players’ critical thinking skills to the limit | Dead Cells feature, Super mario bros features |
| 11 | Tutorial mode | Teaches player the basics and how the game works, players cant play the game if they don’t know what it is |  |
| 12 | Background designs | Expresses the difficulties of different levels, encourages players to determine the difficulty since if they were just told, it would be too easy |  |
| 13 | Collectibles/obtainable items | Allows players to obtain achievements essentially, a reward system otherwise players will think the game isn’t worth playing | Dead Cells |
| 14 | Sound effects | Provides information to the player on what is happening in game, useful for helping players strategise | Interview 1 and 2 |
| 15 X | World scroll | Important to allow larger maps and levels to be created and played by players, as it would be hard to fit a large level into a tiny screen, which makes small details undetectable. Without this players would see the whole level on one screen that doesn’t move and the character of the player will likely be very small to be seen, making the game harder to play than it already is | All existing solutions |