**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: 23\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Features (minimum specifications = 50%)** | **Yes/No?** | **Comments** | **Team member(s)\*** |
| 0 | Compiles and runs fine without errors/Code quality - comments, indenting, etc. | Yes |  | LC(50%)+HS(50%) |
| 1 | Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer | Yes |  | LC(50%)+HS(50%) |
| 2 | Start game: stationary characters, countdown timer from 3, characters should not be able to move | Yes |  | LC(75%)+HS(25%) |
| 3 | AI characters start moving automatically, player characters can be controlled by keyboard | Yes |  | LC(30%)+HS(70%) |
| 4 | Window size must be appropriate (between 1024x768 and 1440x990 unless resizable) | Yes |  | LC(50%)+HS(50%) |
| 5 | Characters can consume pellets upon collision, with an increase in score | Yes |  | LC(50%)+HS(50%) |
| 6 | Characters should not be able to move through walls, but can wrap-around through the sides of the window | Yes |  | LC(50%)+HS(50%) |
| 7 | When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant | Yes |  | LC(50%)+HS(50%) |
| 8 | Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn | Yes |  | LC(70%)+HS(30%) |
| 9 | Game can be paused/resumed with ‘p’, exited with ‘Esc’ back to main screen | Yes |  | LC(80%)+HS(20%) |
| 10 | Win condition evaluated, exit screen at end of game with summary | Yes |  | LC(80%)+HS(20%) |
| 11 | Appropriate sounds played for any collisions | Yes |  | LC(20%)+HS(80%) |
| **Design Elements (worth 50%)** | | | | |
| 1 | Gameplay |  |  | LC(50%)+HS(50%) |
| 2 | AI |  |  | LC(20%)+HS(80%) |
| 3 | Story |  |  | LC(60%)+HS(40%) |
| 4 | Graphics |  |  | LC(75%)+HS(25%) |
| 5 | Welcome and Exit screen |  |  | LC(80%)+HS(20%) |
| 6 | Maps |  |  | LC(40%)+HS(60%) |
| 7 | Randomisation |  |  | LC(20%)+HS(80%) |
| 8 | High score screen |  |  | LC(90%)+HS(10%) |
| 9 | Allowing user to enter their name |  |  | LC(70%)+HS(30%) |