# “Proof of Concept: The Game” Checklist

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| Group#2 |  | Members | Davyen Nelson |
|  |  |  | James Reynolds |
|  |  |  | Andrew Lee |

* \_\_\_\_\_\_\_ Successful Initialization of Game (the .exe works)
* \_\_\_\_\_\_\_ Pop - Up Start Screen with “OK” button.
* \_\_\_\_\_\_\_ Is there an X at the top right of the game window? Can it be used to exit at any time?
* \_\_\_\_\_\_\_ Does the level have enemies?
* \_\_\_\_\_\_\_ Does the level have a “hero”?
* \_\_\_\_\_\_\_ Can the “hero” move?
* \_\_\_\_\_\_\_ Can each archetype be identified? Can the enemy archetype be killed?
* \_\_\_\_\_\_\_ Does reaching the goal tile end the game?
* \_\_\_\_\_\_\_ Does the pop-up end screen work?