

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: 26 (Dongjae Lee & Inha Ryu)

	Features (minimum specifications = 50%)	Yes/No ?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes	There is no error	Dongjae(50%) + Inha(50%)
1	Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer	Yes	Player can choose one of single player and multi player game mode	Inha (100%)
2	Start game: stationary characters, countdown timer from 3, characters should not be able to move	Yes	None of ghosts and player can move until count is finished	Inha (100%)
3	AI characters start moving automatically, player characters can be controlled by keyboard	Yes	There are 3 different ghost AI.	Dongjae (100%)
4	Window size must be appropriate (between 1024x768 and 1440x990 unless resizable)	No	Window size is 1280 x 720 But I think this window size is appropriate as 16:9 ratio is common	Inha (100%)
5	Characters can consume pellets upon collision, with an increase in score	Yes	Character can eat pellet and consume item	Dongjae (100%)
6	Characters should not be able to move through walls, but can wrap-around through the sides of the window	Yes	Charcter should not be able to move through walls but it can jump wall with ability	Dongjae (100%)
7	When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant	Yes	When characters collide ghost dying motion is showing and life is decreased	Lost life – Dongjae(50%) Respawn – Inha(50%)
8	Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn	Yes	It has 2 minutes time limit and should skip to 0 with PgDn	Inha (100%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes	Game can be paused and resumed with p and can be back to stage selection screen with ESC key	Inha (100%)
10	Win condition evaluated, exit screen at end of game with summary	Yes	Player win the game when player consume all items and pellets. Then, total score is shown with menu and next level buttons	Dongjae (100%)
11	Appropriate sounds played for any collisions	Yes	There are sounds for collisions.	Inha (100%)
Design Elements (worth 50%)				
1	Ghosts have their own unique Ability and protagonist can steal it.	Protagonist can steal ability as colliding against ghost after protagonist had item and can use it with Enter or Space key.		Dongjae (100%)
	Abilities are called rainbow_star, nurse, wizard, ice and ninja	Rainbow_star = double speed Nurse = increase life Wizard = Teleport(iump) the wall		

		Ice = freeze ghosts Ninja = Be untouchable	
2	Ability has a timer	Player cannot use ability more than once, and it will be disappeared in certain time.	Inha (100%)
3	All images are drawn	All images are drawn by Dongjae and they are created by Inha using Photoshop	Inha (75%) + Dongjae(25%)
4	Sound files are made and arranged	Sound files are made using FLStudio	Inha (100%)
5	There are several levels	There are 4 world concepts and each world has 5 stages. These levels are made using txt files.	Inha(50%) + Dongjae(50%)
6	Story Line	There are 5 scenes that telling story of protagonist	Inha (100%)
7	After game finish, player could choose their next step on single play mode.	If player lose a game, he/she can go back to main menu or try same stage again. If player win a game, he/she can go next stage or go back to main menu.	Dongjae (100%)
8	Player information on game screen.	There are world and stage level on top of game screen and player informations such as lives, total score and stored ability is shown on right side of screen. Also, timer is shown on right side of screen.	Inha(25%) + Dongjae(75%)
9	Player can select a ghost on multi play mode	Second player can select the ghost on multi player mode.	Dongjae (100%)
10	Quit confirmation	Before close the window, game ask once more.	Inha (100%)
11	Protagonists and Ghosts have more than 1 images	Protagonist and ghosts facing to their their directions and both have dying image.	Inha (100%)
12	Stages are randomly selected on multi player game mode	Stages are randomly selected on multi player game mode. Always the last stages of world are selected.	Dongjae (100%)
13	Ghosts' speeds are numbers are differnt in different world	Ghosts are being faster and number of ghosts are increased at higher world.	Dongjae (100%)