SE306: Project 2 FINAL Checklists

INSTRUCTIONS
Fill in the two checklists as per instructions below and the optional 'additional comments' section as required.

1. Game Features Checklist

> **Planned:** Indicate with a Y/N whether this feature was part of your initial project plan to completed by the final deadline.
> **Coverage by Prototype:** Indicate as a percentage (0-100% in increments of 5) the extent to which this feature had been completed by the prototype (e.g. 0% for not achieved, 50% for half-way, 100% for fully completed) compared to your initial plan.
> **Coverage by Final:** Indicate as a percentage (0-100% in increments of 5) the extent to which this feature has been completed by the final submission.
> **Rationale:** Briefly describe your rationale behind the indicated percentage achieved value by the final deadline (e.g. how can you say it is 75% achieved?) including any relevant examples/evidence.

2. Project Components Checklist
Fill in the coverage (0-100% in increments of 5) the extent to which this project component has been completed along with the rationale.

3. Any additional features or comments (optional, as required.)

Team Name: _____Team RGB____Game Name: _____Prisma_____

1. GAME FEATURES CHECKLIST

Features	Planned? (Y/N)	Prototype Coverage	Final Coverage	Rationale
BASIC FEATURES				
Central character/avatar design and functionality	✓	✓	✓	Prisma features a unique main character which functions as expected. The player is able to customize this character through improving skills and changing avatars.
Characters design and functionality (e.g. central character and/or enemies etc.)	✓	✓	✓	There are many different types of enemies which feature individual behaviours and skills.
Game world layout (e.g. with obstacles and path options)	✓	✓	✓	Prisma features 6 levels, each with a unique design
A scoring system (point/time)	✓	**X**	✓	Achievements and experience points act as the scoring system in the game, as the player uses them to measure their abilities and progress.
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	✓	✓	✓	The character has a certain number of lives, determined by the vitality stat.
An achievement system (e.g. rewards unlocked based on player performance.)	✓	**X**	✓	An achievement system, hosted by Google play services has been implemented.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	✓	✓	✓	Prisma features a welcome screen which allows the player to navigate to the stage select,

				settings and achievement pages.
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	✓	X	✓	The game is designed to be played as a single storyline, with the end signified by an ending cutscene.
Pre-designed, different levels of complexity	✓	✓	✓	Prisma features 6 levels of varying complexity.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	✓	✓	✓	The game's storyline is documented through cutscenes which are unlocked as the player progresses.
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	✓	✓	✓	Elements which feature RNG include : Orb generation, enemy movement, boss attacks, item drops
Playtesting of all features within team.	✓	✓	✓	The game has been playtested thoroughly within the team,
Playtesting of all features by at least one other team.	✓	✓	✓	Team UGSoft playtested our game and suggested how to improve it
DESIGN FEATURES				
Major UI redesign (e.g. customizable theme options) up to 10%	✓	X	✓	The game's UI changes color according to their current progress in the game.
A high score screen (and a mechanism for storing those high scores) allowing users to enter their name for the high score function. Up to 5%	X	X	X	
Adding sound/audio and triggering on appropriate events. Up to 10%	✓	✓	✓	The game features background music whose volume can be altered in the settings menu, and soundbites which are triggered upon certain actions
Local Multiplayer + Leaderboard. 10%	X	X	X	
Online Multiplayer + Leaderboard. 10%	X	X	X	
Touch/Swipe/Tap functionality for those aiming to deploy to a smartphone: Make use of one sensor [worth 5%] or maximum two sensors [worth 10%]	✓	✓	✓	The game is designed to make use of mobile touch screens to control the character and navigate the screens. The phones accelerometer is utilized for the special attack which is activated by shaking the device.
Fixed level generation. Up to 5%	✓	✓	✓	The levels are all pre-defined to ensure the player can have the best possible experience.
Random level generation. Up to 10%	X	X	X	
Monetisation options	✓	X	✓	Monetization options have been discussed within the Github's wiki page
2.5D version of game. Up to 10%	X	X	X	
3D version of game. Up to 20%	X	X	X	
ADVANCED FEATURES				
Color-blind mode. Claiming 4%	✓	X	✓	Due to Prisma's heavy reliance on color throughout the game, color blind modes have been implemented, and are able to be set in the settings menu.
Cloud synchronization for saving user	✓	X	✓	The user's progress is able to be

progress to the cloud – Describe here. Claiming 6%				saved to cloud storage, and is able to be accessed from many devices.

2. PROJECT COMPONENTS CHECKLIST

For the following component, rate overall coverage as follows: 0-25% poor; 25-50% somewhat adequate; 50-75% mostly good; 75-100% excellent

Project Components	Overall Coverage (0-100%)	Rationale
CODE QUALITY		
Coding Standards (e.g. naming conventions, formatting)	90%	Naming conventions were largely followed, and the code is easily understandable.
In-code documentation/commenting	90%	The code features comments to explain complex implementations.
Commits and commit comments	99%	Commit messages were specific regarding what was completed in that commit.
DESIGN CONSIDERATIONS		
Levels are completable	100%	Each level has been play tested to completion.
UI and scoring system clear/intuitive and uses reasonable art/graphics quality	100%	The UI is easily navigated, and the scoring system intuitive.
Not highly repetitive	90%	The levels were made to be unique, which new enemies and layouts to maintain interest.
Efficient resource consumption/performance	100%	The game is able to be run on a variety of high to low end phones without performance issues.
Adapts to different screen sizes (mention which ones.)	100%	The screens have all been made scalable to individual screen sizes.
Design fits identified user-group (if used)	100%	The game has been play tested with those identifying within the user-group, and met with positive reactions.
TEAMWORK		
Balanced work break down	85%	The work was distributed fairly and according to people's strengths, and / or willingness to learn about a certain feature.
Team cohesion and spirit	100%	Our team was constantly in high spirits, and meshed well together.
PROJECT MANAGEMENT		
Implementing the Rational Unified Process as iterative and incremental planning, work, and delivery	100%	The game development process followed an iterative workflow.
Risk identification and management	100%	Risks were identified and mitigation plans decided upon early in development.
DOCUMENTAION on Wiki (AKA FINAL REPORT)		
Clear mapping of student names with GitHub ids	100%	A member details page was created.
Individual contributions per week (e.g. clear list of things each team member contributed to every iteration/weekly)	100%	Member contributions were documented in both the member work logs and the individual issues assigned to them.
Teamwork and project management Approach (e.g. team meetings, how work was co-ordinated, merge/integration of code, risk management, etc.	100%	Documentation regarding how the project was managed and matters relating to team work were documented in the wiki.
Meeting Minutes	90%	Meeting minutes were created at the end of each meeting to ensure members not present were updated. A few were rather

		uninformative, due to all members being present and a cohesive understanding of what was to be done.
Asset descriptions (hand-made, modified, reused.)	100%	A large amount of the art was hand made using photoshop, with the rest of the assets either bought or under creative commons licenses. The original assets can be found on the wiki page.
Design Decisions (SoftEng and Game Design)	100%	Design decisions were made with good software design practices in mind.
Team Reflections on project (concept, execution), process (rational unified process) and how it fit the game development process, teamwork (what worked, what didn't, areas of improvement), what would you have done differently, future work ideas.	100%	Information regarding the teams thoughts on how we worked together and the RUP process are available on the Github Wiki page
MISCELLANEOUS		
Extent of Development/Scripting in Unity (e.g. work done from scratch compared to tweaking or use of pre-built components) where 0% means using all pre-built components and 100% means writing everything from scratch (its likely to be somewhere in between!)	60%	Although we used Google a copious amount of times to find solutions, we often adjusted the code greatly to fit our needs, forming logic which, although based off solutions found online, was transformed to fit our needs.
Extent of Graphics, Art, and Audio Development (e.g. developed by team members versus used from online resources) where 0% means using all ready-made media and 100% means developing all original.	50%	The resources generated by the team were the orbs, backgrounds, icons, the title screen assets. More in depth information about our original assets can be found on the github wiki.

3. Any additional features achieved or any comments:
