**SE306: Project 2 Prototype Features Checklist  
  
How to use this sheet:** Fill in the Planned, Achieved and Reason columns in the table below.  
**Planned:** Indicate with a Y/N whether this feature was part of your initial project plan to complete by prototype stage.  
**Achieved:** Indicate with a Y/N/P whether this feature has been fully implemented, where P stands for ‘Partially’ achieved  
**Reason:** Briefly describe the reason why this feature was achieved/not achieved/partially achieved compared to the initial plan.

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| **Features** | **Planned? (Y/N)** | **Achieved? (Y/N/P)** | **Reason** |
| One completely playable level. | Y | Y | We have created two entire levels which incorporate every aspect of our game, along with a single boss fight scene. |
| Characters design and functionality (e.g. central character and/or enemies etc.) | Y | Y | Our characters are all developed, with mechanics largely complete. All that remains is to create the art assets for the sprite. |
| Game world layout (e.g. with obstacles and path options) | Y | Y | The levels presented in the prototype are complete, with all obstacles we intend to include. |
| A scoring system (point/time) | Y | P | Our scoring system is implemented, however we have to increase the visibility of the score totals in the HUD, high score board and the game over screen. |
| A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max) | Y | Y | The game fully implements the player’s life system, which uses the lives mechanic. The user is able to adjust the number of lives they have with experience points. |
| An achievement system (e.g. rewards unlocked based on player performance.) | N | P | Our game does not feature an achievement system as of yet, however they can gain greater abilities through collecting experience points, which is an achievement system of sorts. |
| A welcome screen (e.g. select a game, return to welcome screen and ability to start again.) | Y | Y | We have a welcome screen which offers the player the ability to start the game, and in the future will include a high score and settings screen. There is also the stage select screen, in which the player is able to adjust the characters statistics and navigate to the levels. |
| An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.) | Y | Y | Our game features a game over screen, for when they run out of lives. From this screen, they can navigate to the stage select or main menu. |
| Pre-designed, different levels of complexity | Y | Y | Our game features two complete levels of different complexities, and a single boss fight level. |
| A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.) | Y | Y | The game objective is explained in the cutscenes prior to starting the game. The player’s progress in-game is defined by the number of orbs they have collected, and is viewable on the screen. |
| Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.) | Y | Y | We feature RNG elements in our orb dropping mechanism, enemy movements and boss fight. |
| Playtesting of all above features within team. | Y | Y | We have all tested the game thoroughly within the team. |
| Playtesting of all above features by at least one other team. | Y | Y | Both teams UGSoft and Angry Goats have playtested our game and given feedback. |

**Any additional features achieved or any comments:**

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| Our group playtested UGSoft and Angry Goat’s games, in return for them playtesting ours.  Our main focus for the prototype was to get a rudimentary version of each aspect we wished to include completed, and we feel confident in that we have achieved that goal. The beginnings of our advanced feature - a color blind mode is also in the works. |