Group Number: 06

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	YES		JE(50%) KM(50%)
1	Welcome screen: select a game mode using keyboard, three game modes: practice, single player (vs. AI), local multiplayer	YES		JE(90%) KM(10%)
2	Start game: stationary tanks, countdown timer from 3, tanks should not be able to move	YES		JE(10%) KM(90%)
3	Objects should not exceed 1024x768 boundaries	YES		JE(10%) KM(90%)
4	Hit registered when shot collides with enemy, event(s) follow	YES		JE(10%) KM(90%)
5	Score and time displayed on screen	YES		JE(10%) KM(90%)
6	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	YES		JE(70%) KM(30%)
7	Exit screen at end of game with summary, PgDn to skip to exit screen	YES		JE(90%) KM(10%)
8	Appropriate sounds for shots and other collisions	YES		JE(50%) KM(50%)
9	Logfile generated for each game, with timestamped details of each keyboard action	YES		JE(10%) KM(90%)
10	Objects (including powerups) as listed in Game Rules v2	YES		JE(10%) KM(90%)
11	Object Interactions as listed in Game Rules v2	YES		JE(10%) KM(90%)
12	Object Control as stated in Game Rules v2	YES		JE(10%) KM(90%)
	Design Elements (worth 50%)			
1	Leaderboards	YES		JE(80%) KM(20%)
2	**HUD**	YES		JE(20%) KM(80%)
3	In Game Menu	YES		JE(90%) KM(10%)
4	Single Player Options – change control scheme	YES		JE(90%) KM(10%)
5	Multiplayer Options – change tank colour	YES		JE(90%) KM(10%)

6	Random Map selector	YES		JE(10%) KM(90%)
7	Arcade Mode – Multiple AI	YES		JE(10%) KM(90%)
8	Endgame State – Stats + Tank messages	YES		JE(90%) KM(10%)