Final Submission Table

Group Number: **20**

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	YES		RA (50%) + HO (50%)
1	Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer	YES		RA (30%) + HO (70%)
2	Start game: stationary paddles, countdown timer from 3, paddles should not be able to move	YES		HO (100%)
3	At least one ball should spawns with random velocity	YES		HO (100%)
4	Objects should not exceed 1024x768 boundaries	YES		RA (50%) + HO (50%)
5	Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed)	YES		RA (20%) + HO (80%)
6	Ball should bounce off paddles and window edges predictably	YES		RA (20%) + HO (80%)
7	Hit registered when ball collides with base, destroying warlord and related paddle	YES		HO (100%)
8	Game has two minute time limit (and a way to keep track of this)	YES		HO (100%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	YES		RA (30%) + HO (70%)
10	Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen	YES		RA (50%) + HO (50%)
11	Appropriate sounds played for any collisions	YES		RA (85%) + HO (15%)
Design Elements (worth 50%)				
0	Four different themed levels following through the ages. Different background, walls, warlords and balls in each level.	YES		RA (100%)
1	Power-up system with 3 different types of powerups applied to the balls, and to the paddles.	YES		RA (100%)
2	Additional balls are added after a period of time has elapsed to add interest.	YES		RA (50%) + HO (50%)
3	Campaign mode where the game presents a meaningful storyline following through all four levels.	YES		RA (60%) + HO (40%)
4	Web server based high score board. Users type in their name for the board. Points are given out based on the number of walls a player still has protecting them when they win.	YES		RA (35%) + HO (65%)
5	Up to four local human players and an AI-only demo (giving 5 modes in total).	YES		RA (50%) + HO (50%)
6	Background music. A different track for each level and the menus.	YES		RA (80%) + HO (20%)
7	Credits page to give proper attribution for sounds and background images.	YES		RA (100%)
8	In-game instructions accessed from the menu.	YES		RA (100%)
9	Menu screens with *high quality* graphics and animated transitions.	YES		RA (30%) + HO (70%)
10	Walls and paddles are rotated along a circular arc (required a more advanced ball rebound algorithm).	YES		RA (30%) + HO (70%)