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| --- | --- | --- |
| Feature: | Complete Incomplete | Bugs/Comments |
| Swap two clicked Gems | Complete |  |
| Mouse drag swap | Incomplete |  |
| Match 3, 4, or 5 Gems | Complete |  |
| Replace removed Gems | Complete | Sometimes gems don’t restack within the grid well |
| Match increases time/energy | Complete | Board can spawn/update with matches and give time/energy to the player |
| Multi-matching special effects | Incomplete |  |
| Gems buff spells | Incomplete |  |
| Character shows up on screen | Complete |  |
| Character walking with WASD | Complete |  |
| Character rotates by Q and E | Complete |  |
| Key-binding | Complete | Unity built-in |
| Character attacks by walking into enemies | Complete |  |
| Characters cast in direction faced | Complete |  |
| Character cast by number keys | Complete |  |
| Monsters attack player | Complete |  |
| Monsters can be attacked | Complete |  |
| Monsters hunt player | Complete |  |
| Monsters can Idle | Complete |  |
| Varying monsters | Incomplete | Prototype and not hooked into procedural generator |
|  |  |  |
| Multiple Spells | Complete |  |
| Multiple spell effects | Complete |  |
| Multiple damage types | Incomplete | 2 different damage types, but no difference between them |
| Player gear | Incomplete | Prototype, but not in main build |
| Basic Dungeon floor | Complete |  |
| Procedural map | Complete |  |
| Moving to next level | Complete |  |
| Complex floor-plans | Complete |  |
| Special tiles | Incomplete |  |
| Sound Effects | Incomplete |  |
| Music | Complete |  |
| Dynamic music tied to health | Incomplete |  |
| Non-programmer Art | Incomplete |  |
| Multiplayer | Incomplete |  |
| High Scores | Incomplete |  |
| Save and Load | Incomplete |  |