

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. Implementing all features below to a high standard will ensure high marks.

Reason: Briefly describe the reason why this feature was achieved/not achieved/partially achieved compared to the initial plan.

Feature Swap: While these are pretty standard features, if for some reason a feature does not apply to your game, give us a good reason why it doesn't and add an alternative feature to this list that will be marked instead.

Features	Planned? (Y/N)	Achieved? (Y/N/P)	Reason
One completely playable level.	Y	Y	A first tutorial level was made which incorporates our intended functions
Characters design and functionality (e.g. central character and/or enemies etc.)	Y	Y	Each character is fully playable
Game world layout (e.g. with obstacles and path options)	Y	Y	The level map which the players navigate upon is completed
A scoring system (point/time)	Y	Y	A timer is implemented which calculates the player's score when the level is completed
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	Y	Y	Implemented as a health bar system for both player and boss
An achievement system (e.g. rewards unlocked based on player performance.)	Y	Y	An achievements screen can be accessed from the menu to see player achievements. Achievements are unlocked by completing the levels efficiently
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Y	The menu screen appears which allows the player to select a game, see achievements, change settings, customise the tank and quit
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	Y	A success or failure screen appears depending if you complete the level and defeat the boss or die
Pre-designed, different levels of complexity	Y	Y	Difficulty levels can be chosen in the main menu. Choice of Easy, Medium, Hard.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	Y	Y	Objectives appear in game as well as in pause menu
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	Y	Y	The boss has random movement and

			attack patterns
Playtesting of all above features within team.	Y	Y	Everyone tested the game
Playtesting of all above features by at least one other team.	Y	Y	BigByte Studios tested our game

Feature swap or any additional features achieved or any comments: