**Appendix – ChecklistReport.docx**

Into The Space

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| **Feature** | **Summary** |
| Level Mechanic | Enemy Spawn from the top of the screen and it will be destroy when it reaches the bottom. The player will gain points if it hits the target. The game end when the player loses hp or reaches a certain amount of time. |
| Progression System | At the end of every game, the player will gain coins and can upgrade their hp. Furthermore, Additional features will be included. |
| UI System | The UI system is design to fit both portrait and landscape. We tried making it like this so event the player change orientation it will still be playable. |
| Specialized Input | The three special input we use are:   * Swipe / Flick – shoot bullets vertically * Pinch / Spread – shoots bullets vertically/diagonally * Accelerometer – movement control for the player |
| **Sounds and Music** | * There is a general background music * Shooting sound when the player shoots * Game Over Sound |
| **Visual Effects** | * The Background have objects with animation * Movement of player and enemy * Explosion effect on collision |
| … | |
| Config / Debug Mode | The bell button generates notification  The two ads button on the right generate ads |
| **Optional Features** |  |
| **Diversifiers** |  |
| Record Player | <How was this diversifier implemented> |