

FEATURE CHECKLIST FOR Legend of Burdell MMXXIII

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BASIC GAME FUNCTIONALITY

- ☒ Nav-Switch moves the player
- ☒ Walls block character motion
- ☒ Ramblinâ€™ Mode button walks through walls
- ☒ The first Map must be bigger than the screen (at least 50*50 tiles)
- ☒ Stairs/ladders/portals/door to go between the first and the second map.
- ☒ More than one (1) spell to choose from to fight monster/wizard
- ☒ Quest works (key & door work)
- ☒ Display Game Over when quest is completed
- ☒ Speech bubbles used in quest and casting spell
- ☒ Art include at least one (1) sprite

EXTRA FEATURES (choose up to 10):

- ☒ Add a start page
- ☐ Sound effects for interactions / background music
- ☒ Different modes of locomotion (e.g., running, hopping, etc.) They should be visually distinctive.

.... In-game menu:

- ☒ Save the game
- ☒ Show status information
- ☐ Configuration (Nav-Switch direction, which button is which, etc.)
- ☐ Other (Please describe)

- ☒ In game inventory with useable items

.... Multiple lives and the possibility to lose:

- ☒ Health & stuff that hurts you.
- ☐ Mobile (walking) NPCs or wizards/monsters

_____ Save the game (persistent over power-off) - will require the use of the SD card reader.

.... Bigger objects in the map that blocks the character.

_____ A very tall tree that hides the character.

_____ A feature you can walk behind/under, such as a bridge.

✓ _____ Multiple enemies to defeat with distinct methods/spells

✓ _____ Animation for interactions with static things in the map

.... Animation with non-static things in map (e.g.: throwable combat items)

_____ Animated dagger/spells

_____ Others (Please describe)

_____ Turn based combat menus - a sequence of attacks and defense actions (think of Pokemon)

_____ Side profile for combat (think of pokemon games combat sequences) - will likely require use of SD card reader.

✓ _____ Others: (Please describe) - Note.: Needs approval on Ed Discussion

✓ - Different Directions of attack

✓ - Have a chance to respawn or restart game with one less life after first death