CPP Check List for the Assignment   Student:

Remember to check the full rubrics for the assignment.
This is check list is a helper and it does NOT substitute the Assignment Manual.

You still have to learn the basic concepts of C++ for the exam, that includes:
Difference between Pointers and References.
Different usages of the CONST keyword.
Proper usage of OO principles, such as correct usage of classes & methods.
Proper usage of header and implementation files.

	The assignment is complete and compiles without errors	
	The student can explain the code for the assignment	
	Characters must do UP TO 1 action per turn	
	Characters must have Health Points	
	2 Screens: Main Menu and Fight Scene	
	Randomized Character (if there's no selection screen)	You either select a character or one is randomized for you every game session.
	Main Menu	
	Play Button	
	Erase Data	
	Quit	
	Ranking	Must show at least 5 highscores
	Fight Scene	
	Both Characters are visible	Can be simple Faces or Full Sprites
	Attack Mechanic	
	Heal Mechanic	
	Do Nothing	At least for the Enemy
	Text Area showing all relevant messages	
	All relevant info must be visible	Status / Attributes / anything that may be important to know
	Health must be always visible	
	Shows Game Over and the Highscore	Can be shown in the same screen
	Has a quit/back button in the Fight Scene ALL THE TIME	Can also be used to go back after a Game Over
	At least 5 highscores	Kept in a file
	Playable AT LEAST with the mouse	Keyboard is additional and not mandatory. NEEDS the mouse!
	Resolution of 1280x720 minimal	

Complex   2 for GOOD All for Excellent

	Continue Screen (saved in a data.cmgt file)	You can continue a session based on a file
	Soundtrack and SFX	Music for Menu + Music for Fight + sounds for Select, Back, Victory, Game Over, Fight Actions
	Progress (LVL System)	
	Difficulty Selection (at least 2)	At least 2 types

Challenges   1 for GOOD 2 for Excellent

	Animated Sprites (at least 3)	Can be simple interface sprites instead of characters
	Randomized Events (events after the fight - at least 2)	1 good and 1 bad, at least
	Interface using Lambda Functions and Templates	Buttons with lambda (std::function) are valid
	Customizable Characters	At least 2 sprites
	Perks (at least 3)	
	Status Effects (at least 1 good and 1 bad)	