The following is a list of features in the first dungeon from the Legend of Zelda (plus a few extras from the overworld and second dungeon), which is the expected workload for a team of 6. Teams of larger or smaller sizes should add or remove 2-3 features per person above or below 6. You may also substitute other features from the game for ones on this list with approval from your grader.

Environment – interactive

* Statues
* Square, sometimes movable block
* Walls
* Locked door
* Shut door
* Open door
* Bombed opening
* Gap tile
* Stairs
* Ladder tile
* Brick tile
* Fire

Items

* Compass
* Map
* Key
* Heart container
* Triforce piece
* Wooden boomerang
* Bow
* Heart
* Rupee
* Arrow
* Bomb
* Fairy
* Clock

Systems

* Sound effects
* Music
* Collision handling
* Game state logic (pause, Item selection)

Player

* Link
* Wooden Sword
* Sword beam
* Arrows
* Boomerang
* Bombs
* Blue Candle
* Blue Potion
* Blue ring

Enemies and NPCS

* Bat (keese)
* Skeleton (stalfos)
* Dog-like monster (goriya)
* Jelly (gel-small and zol-big)
* Hand (wall master)
* Spike cross (trap)
* Snake (rope)
* Boss/Dragon (aquamentus)
* Boss/Dragon fireballs
* Boss/Dinosaur (Dodongo)
* Old man
* Merchant
* Flame

Environment – non-interactive

* Floor tile
* Room border
* Map HUD elements
* Enemy cloud appearance
* Enemy death explosion

HUD

* Map – room layout
* Rupee and item counts,
* a/b selected items
* life heart