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| --- | --- | --- |
| Feature | Y/N | Notes |
| Bare pass (D- - D+) | | | |
| The game begins when the start button is pressed | y | Game starts when button is pressed |
| The start button is hidden on click | y |  |
| Tanks and bombs get created at random positions | Y |  |
| Bombs move across the screen | Y |  |
| Multiple bombs can move at once | Y |  |
| When a bomb hits the edge of the screen, it explodes (with explosion animation) | Y |  |
| Player/explosion collision detection |  |  |
| Multiple points of collision (not just top left) | y |  |
| "Game Over" message |  |  |
| Cactus collision detection | y |  |
| Player animation is set to "dead" (lives not implemented) or "hit" (lives implemented) |  |  |
| Good pass (C- - B-) | | | |
| Bombs exploding at random points, not all at the same |  |  |
| Lives being added/removed through JavaScript (not in the html file) |  |  |
| Display the hit animation when the player gets hit and remove a life |  |  |
| Game over when all three lives are lost |  |  |
| Play again message (reset button) |  |  |
| Very good pass (B – A-) | | | |
| Scoring system GUI functional and counting the bombs avoided |  |  |
| The scores and names are saved in local storage |  |  |
| Displaying a list of the high scores |  |  |
| Random bomb speed |  |  |
| Different bomb angles |  |  |
| Excellent pass (A – A+) | | | |
| Increasing difficult levels |  |  |
| An infinite number of difficulty levels |  |  |
| The player displays the "fire" animation when the space key is pressed |  |  |
| Arrow gets created at the player's position |  |  |
| Arrow moves in the correct direction from the player (up, down, left, right) |  |  |
| Collision detection with arrow and bomb |  |  |
| Arrow and bomb are both removed on a collision |  |  |
| The player cannot move for 0.5 seconds while the arrow is being fired |  |  |
| The player can only fire one arrow every 0.5 seconds |  |  |