

SE306: Project 2 Prototype Features Checklist

How to use this sheet: Fill in the **2 tables** below and submit as a PDF (one per team). Expand space in rows as needed.

1. FEATURES TABLE

(*Y=Yes, N=No, P=Partial)

Features	Achieved ?Y/N/P*	Comments/Description
An engaging game world layout to go with the storyline (e.g. with scenes, objects, and actors) And/or One completely playable level	Y	Multiple levels each with a different theme. Each theme presents its own unique problems, object interaction, NPCs, and playstyle. All themes are linked together by an engaging storyline.
A clear game objective	Y	The antagonist lives in a world that is consumed by climate change. He must travel to the past and save the planet from climate change in order to change the future. To do so, he must save the planet's oceans, forests, and cities.
Central character (or avatar) design and functionality (or another related/corresponding feature if your design does not include a central character.)	Y	Our player must traverse the various worlds to fix the issues present. In addition to the basic movement expected in a 2D platformer, the player is a human avatar that is capable of picking up tools and using them.
Various other characters with different mechanics (e.g. actions, speech, movement.)	Y	NPC speech and enemies (fire sprites) move and some fire projectiles.
A scoring system (e.g. points/time – either explicit to player or implicit; provide details of how its implemented if implicit, including examples in code.)	Y	The player is given a score for each level. The score is determined by how long the player took to complete the level, and how many lives they had lost throughout the level.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Welcome screen with “start” button (leads to level select screen), “credits” buttons, and “exit game” button. Level selections screens, in-game screens, and exit screens give a path to return to the main welcome screen.
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	Upon completion of the city level (the final level of the game), the player is taken to a “thank you” screen which notifies that the game has finished.

Some aspects of RNG (e.g. random item generation, enemy attacks except random level generation covered under 'design features')	Y	Random item(rubbish) generation and random monster spawn location (fire sprites)
Playtesting of all above features within your own team.	Y	All levels were thoroughly tested after each merge to ensure the merge was successful and o features were lost.
Playtesting of all above features BY at least one other team. List which team(s) playtested your game.	Y	Team 5(SRS)Opened the game and played one level.
Playtesting of all above features FOR at least one other team. List which team(s) you (members from your team) playtested for.	Y	Team 5(SRS). Bryan Ang and Hong Shi
Feature swap/ any additional features / any comments: <i>While the above are basic features, if for some reason a feature does not apply to your game, give us a <u>good reason</u> why it doesn't and add an <u>alternative feature</u> to this list that will be marked instead. Use this space to list any other features you've implemented and any other comments you may have.</i>		

2. SERIOUS CONCEPT TABLE

Please refer to "Serious Concept Mapping Guide" on Canvas for instructions on how to best fill this table.

Serious Concept Focus	Climate Change <awareness/challenges/solutions>	
Self-Evaluation of Mapping Achieved	Deep / Medium / Surface	
Aspects	Related Game Mechanics/Element(s)	Manifestation in Game Play (Examples, including screenshots as required.)
Issue: Trees are being cut down at an increasing rate. They are a source of the oxygen we breathe, play a key role in ecosystems and help to regulate temperatures. Deforestation not only ruins ecosystems but also is one of the main contributing factors to global climate change.	The user must plant trees to alleviate deforestation. Planting trees requires the use of water (a perishable resource). Water can be collected from puddles in the surrounding environment.	The NPC at the start of the Forest level highlights the issues with habitat loss due to deforestation. The NPC instructs the player to help replant trees in order to rebuild the place they call home. The player must go around with his water gun to replant trees. Only when this is finished, is the level complete and the player can continue with the rest of the levels.
Issue: Fires although sometimes natural will become an increasing issue as climate change occurs. Higher temperatures allow fires to	The user must put out dangerous fire sprites in the Forest level which represent actual forest fires.	The NPC also instructs the player to help put out the fire sprites wreaking havoc on the forest using the water gun provided by the NPC. The player must go around with his water gun to put out the fire sprites These pose a danger to the player and must be dodged to ensure the player keeps his life and able to continue the level.

move and be created on a much faster basis than ever before. Their impact will be felt in many communities with places in low humidity and high heat being especially prone to fire. Burning trees is also one of the most common causes of deforestation		
Issue: Water is a scarce resource which must be carefully managed as climate change impacts more of our lives. Its ubiquitous nature means we must carefully manage it to ensure everything from drinking to manufacturing is possible.	Water is found throughout our level and plays a key role in three areas. It is used to grow trees, put out fires, and recharge the water gun. The user must carefully manage this resource by finding puddles to refill and choose exactly which task he wants to complete.	The player must recharge his gun. When completing the tasks associated with this level, he must carefully choose where and when he uses the water. The player must strategically use his water and plan his route to optimise the number of puddles he encounters and ensures that there is enough in his water gun so that both the trees can be grown and fire put out.
Issue: There is a huge issue with rubbish and trash in oceans all over the world. The trash destroys ecosystems, pollutes water streams and also threatens aquatic life. This rubbish is also often eaten by birds and fish, causing toxic chemicals to be embedded in their tissues.	Floating oil patches which damage the player show how harmful oil spills can be to the species living in the ocean. Rubbish/trash found in the ocean also highlight the issue with ocean pollution	The NPC at the start of the ocean gives the player an explanation of what damage the rubbish has caused to his home. He requests the player to help him get rid of the appropriate rubbish. There are three different types of "rubbish" in the level. Recyclable, normal trash, and compost. The user must navigate the ocean level, avoiding oil patches which damage the player and place the correct rubbish in the correct bin. The player can also get rid of the oil patches by "diluting" them by using his/her water gun. This mechanic teaches the art of proper recycling and shows the devastation that regular trash can have on the ecosystem and how it affects fish and other animals in the ocean. Putting rubbish in the incorrect bin will cause the player to lose a life.