

## Final Submission Table

Copy and paste the table below and fill it out completely. For the minimum specifications, please note reasons for any deviations from standard specs in the 'comments' column.

Group Number: \_\_\_\_\_14\_\_\_\_\_

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes		SM(25%) +IS(75%)
1	Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer	Yes		SM(45%) +IS(55%)
2	Start game: stationary paddles, countdown timer from 3, paddles should not be able to move	Yes		SM(60%) +IS(40%)
3	At least one ball should spawn with random velocity	Yes		SM(30%) +IS(60%)
4	Objects should not exceed 1024x768 boundaries	Yes		SM(35%) +IS(65%)
5	Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed)	Yes		SM(55%) +IS(45%)
6	Ball should bounce off paddles and window edges predictably	Yes		SM(55%) +IS(45%)
7	Hit registered when ball collides with base, destroying warlord and related paddle	Yes*	The paddle is not destroyed when the player is destroyed (the player's icon does become a skull&crossbones to signify death) so that dead players can have a way to still take part in the game.	SM(55%) +IS(45%)
8	Game has two minute time limit (and a way to keep track of this)	Yes		SM(55%) +IS(45%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes		SM(65%) +IS(35%)
10	Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen	Yes		SM(55%) +IS(45%)
11	Appropriate sounds played for any collisions	Yes		SM(0%) +IS(100%)

Design Elements (worth 50%)				
1	List your design elements here...			
2	<b>AI demo mode</b>	Yes	Game mode where all 4 players are computer controlled	SM(70%) +IS(30%)
	<b>Mouse navigation</b>	Yes	On top of the whole system being keyboard navigable, the system's buttons are also mouse clickable	SM(80%) +IS(20%)
	<b>Rotating paddles that move in a circular path</b>	Yes		SM(80%) +IS(20%)
	<b>Volcano</b>	Yes	Volcano obstacle that shoots fireballs at players at set intervals	SM(55%) +IS(45%)
	<b>Iceberg obstacle</b>	Yes	Moving iceberg obstacles that deflect balls	SM(55%) +IS(45%)
	<b>Tornado obstacle</b>	Yes	Spinning tornado that randomly deviates balls from their path	SM(55%) +IS(45%)
	<b>Sinkhole obstacle</b>	Yes	Transports balls from one sinkhole to another on the map	SM(55%) +IS(45%)
	<b>Speed field spell</b>	Yes	Speeds up ball for set time	SM(55%) +IS(45%)
	<b>Disable walls field spell</b>	Yes	Makes player's walls disappear temporarily	SM(55%) +IS(45%)
	<b>Obstacle freeze field spell</b>	Yes	Temporarily disables the movements of any obstacles on map	SM(55%) +IS(45%)
	<b>Paddle lock field spell</b>	Yes	Temporarily disables players' paddles movements	SM(55%) +IS(45%)
	<b>Game Music</b>	Yes	Thematically suitable music plays on loop	SM(0%) +IS(100%)
	<b>Multi ball (3 ball) mode</b>	Yes	Multiplayer Game mode that starts off with 3 balls instead of 1	SM(50%) +IS(50%)
	<b>No walls (sudden death) mode</b>	Yes	Multiplayer Game mode where no walls are spawned to protect players	SM(50%) +IS(50%)
	<b>Players can enter names in multiplayer mode</b>	Yes	Players are able to enter their names and it will show up on the game screen next to their player base	SM(50%) +IS(50%)
	<b>Multiplayer can have up to 4 human players</b>	Yes	All 4 players can be human controlled in Multiplayer Mode	SM(60%) +IS(40%)
	<b>More sophisticated welcome and exit screens</b>	Yes	More sophisticated gui for screens, ie when single player mode or multiplayer level is finished	SM(50%) +IS(50%)
	<b>Story</b>	Yes	Single player mode has a story line	SM(50%) +IS(50%)
	<b>Graphics</b>	Yes	Improved aesthetics	SM(20%) +IS(80%)

\*List team member(s) who worked on this feature with percentage effort. e.g. JS (25%) + SW (75%)