# GT Quest MMXXI FEATURE CHECKLIST
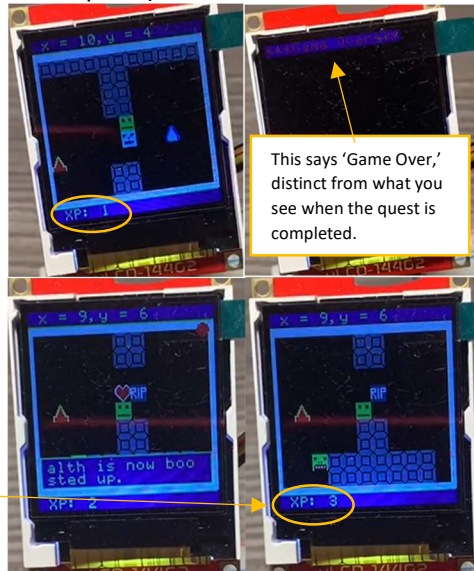
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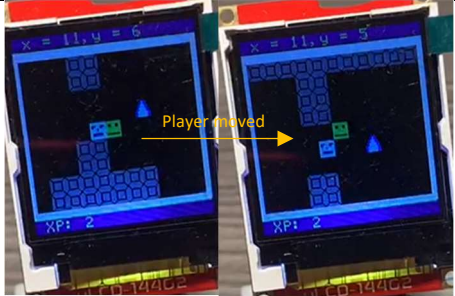
BASIC GAME FUNCTIONALITY:

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|---|---|
| ✓ | Accelerometer moves the player |
| ✓ | Walls block character motion |
| ✓ | Omnipotent mode button walks through walls |
| ✓ | The first Map must be bigger than the screen (at least 50*50 tiles) |
| ✓ | Stairs/ladders/portals/the door go between the first and the second map. |
| ✓ | More than 1 spell to choose from to fight monster |
| ✓ | Dialogue box presents when casting spell |
| ✓ | Quest works (key & door work) |
| ✓ | Display Game Over when quest complete |
| ✓ | Status bar shows player coordinates |
| ✓ | Speech bubbles used in quest |
| ✓ | Art include at least one sprite |

EXTRA FEATURES (choose up to 10):

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|---|---|---|
| ✓ | Add a start page | *Start Page is hanging for ~3 seconds* |
| | Sound effects for interactions / background music | |
| | Different modes of locomotion (e.g., running, hopping, etc. ) They should be visually distinctive. | |
| ✓ | Animation for interactions with things in the map | • *When Monsters are killed, they turn into RIP and drop collectable items*  |

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| | | • *When key is grabbed, player icon changes*<br> |
| | In-game menu:<br>    • Save the game<br>    • Show status information<br>    • Configuration (Accelerometer direction, which button is which, etc.) | |
| | In-game inventory with useable items | |
| ✓ | Multiple lives and the possibility to lose:<br>    • Health & stuff that hurts you. | *When hit into Monsters, they hurt you (given 2 health points initially, Player can lose by encountering both Monsters in a row or accidentally hitting into a single Monster twice; if Life Elixir is grabbed after one of Monsters is dead, Player can restore 1 health point).*<br>This says 'Game Over,' distinct from what you see when the quest is completed.<br>This is helpful in situations when Goblin hurt you by 1 point, so you can restore it by defeating it. |
| ✓ | Mobile (walking) NPCs or monster. | *Monsters guard the entrance to the next 'room' in the second map by walking 1 square each time Player moves 2 squares.* |

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| | Save the game (persistent over power-off) | |
| | Bigger objects in the map that blocks the character.<br>    • A very tall tree that hides the character.<br>    • A feature you can walk behind/under such as a bridge. | |
| ✓ | Multiple enemies to defeat | *Two Monsters (two distinct spells to defeat each)* |
| | Throwable combat items<br>    • Animated dagger/spells | |
| | Turn based combat menus | |
| | Side profile for combat (think of pokemon games combat sequences): will likely require use of SD card reader. | |
| ✓ | Other: Mode difficulty selection | *After Start Page, Player can select between Baseline (mainly baseline features) and Advanced (with advanced features) modes by pressing B1 or B2, respectively.* |
| ✓ | Other: 5 or more unique sprites | *12 Sprites: Walls, Plants, Player, NPC, Ladder, Dragon, Goblin, Spell 1, Spell 2, Life Elixir, Key, Chest* |
| | | **Total: 7** |