MBED MISSILE COMMAND FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

__x__ Extend DLL implementation

__x__ Player aircraft movement

__x__ Firing at missiles

__x__ Detecting missile intercept and animating explosion

__x__ Detecting and animating city destruction

__x__ Detecting Game Over

_x___ Displaying score (number of missiles intercepted so far)

__x__ Freeing up dynamically allocated memory

__x__ Advancing levels

__x__ Force level advance

EXTRA FEATURES

__x__ More complex explosion animation

__x__ Multiple lives

__x__ Change player aircraft shape to something fancier

____ Add MIRVs

____ Enable diagonal anti-missile trajectories

____ Smart/steerable anti-missile

____ Include a Game Menu for configuring the game

____ Keep track of game history and show in an interesting way

____ Add sound effects

__x__ Use pushbuttons to create a new feature

__x__ Other: (please describe) **Cooldown on laser mechanism in top-right.**