Computer Games Development – Platform Game Checklist

Pupil Name:

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| Activity | Completed? (red, yellow or green) |
| A variety of collectables | yellow |
| Scoring system | yellow |
| High score table | red |
| Animated player for left, right, up down and jump | green |
| Able to use sprite strips | red |
| Moving enemies that follow paths | green |
| At least 4 other animated characters (not just following a path) | red |
| At least 3 gameplay rooms | red |
| Background colour or a designed background for each room | yellow |
| A title/splash screen | red |
| Game instructions | red |
| A name for your game | red |
| Scrolling screen that follows player | red |
| Lives system | green |
| A variety of enemies | yellow |
| Ladders that character can go up and down | green |
| Variety of sounds added | green |
| Background sound added | green |
| Suitable level of difficulty | yellow |
| Aesthetically pleasing | green |
| Elements of your game are unique |  |