**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 |  |  |
| A clear game objective |  |  |
| Central character (or avatar) design and functionality (or another related/corresponding feature if your design does not include a central character.) |  |  |
| Various other characters with different mechanics (e.g. actions, speech, movement.) |  |  |
| 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.) |  |  |
| A welcome screen (e.g. select a game, return to welcome screen and ability to start again.) |  |  |
| An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.) |  |  |
| Some aspects of RNG (e.g. random item generation, enemy attacks except random level generation covered under ‘design features’) |  |  |
| Playtesting of all above features within your own team. |  |  |
| Playtesting of all above features BY at least one other team. List which team(s) playtested your game. |  |  |
| Playtesting of all above features FOR at least one other team. List which team(s) you (members from your team) playtested for. |  |  |
| **Feature swap/ any additional features / any comments:**  *While the above are basic features, if for some reason a feature does not apply to your game, give us a good reason why it doesn’t and add an alternative feature 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.* | | |

**2. SERIOUS CONCEPT TABLE**Please refer to “Serious Concept Mapping Guide” on Canvas for instructions on how to best fill this table.

|  |  |  |
| --- | --- | --- |
| **Serious Concept Selected** | *Type of diversity selected* | |
| **Self-Evaluation of Mapping Achieved** | Deep / Medium / Surface | |
| **Aspects** | **Related Game Mechanics/Element(s)** | **Manifestation in Game Play (Examples, including screenshots as required.)** |
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