**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.)** |
| Women are conditioned by society that engineering is not a female-oriented degree. | On the first level, we have a non-playing character (Greg) that symbolises this societal bias. | Some interactions between the NPC and the main character |
| Many women benefit from receiving advice from a mentor who has also experienced a male dominated workplace | We have a non-playable character in our game which act as the mentor for the player. | When the player gets certain dialog options incorrect, they will be approached by the mentor. The mentor will give advice to the player on how to appropriately respond to negative comments from other characters. |
| Women face difficulties in achieving high positions in companies known as the Glass Ceiling theory. | We allow the user to respond to sexist remarks from NPCs. The player is given four options on how to reply and is tasked with choosing the option that would best further her chances on rising up the company. Choosing the best option will grant her experience points which will accelerate her progress through the game. | The ultimate goal for the game is to have the user reach CEO, a high position in the company.  In the first level, Greg comments on how good the main character is at coding for a girl. The player is expected to call him out on this sexism instead of simply accepting it and moving on. |