

GAME 231 Final Project Checklist

Mandatory Features

- ☐ Title screen with the name of your game and the name of your group (1 mark)
- ☐ A settings screen (such as for volume, quality) (1 mark)
- ☐ A "win" or "lose" screen (either or both may apply) (1 mark)
- ☐ UI elements such as a score, timer, health bar, etc. (2 marks)
- ☐ Something in your game must be externally loaded. This could be images, save states or level data (2 marks)
- ☐ A preloader, either external or as part of the SWF. (1 mark)
- ☐ At least two actions that involve unique animations, such as walking, jumping, attacking, casting, blocking, upgrading, etc. (2 marks)
- ☐ Your final presentation to the class (5 marks)

Optional Features

- ☐ Enemies or obstacles with at least two kinds of movement (5 points)
- ☐ Collectible items and an interface to view them (3 points)
- ☐ Use AIR to publish your game as a desktop app (or mobile device, but note that this costs money) (3 points for desktop, 5 points for mobile)
- ☐ Use XML to load a tree of branching choices (e.g. dialogue, rooms in a dungeon) (4 points)
- ☐ Collision detection for obstacles or platforms (3 points)
- ☐ Custom event dispatching (3 points)
- ☐ Sound effects for different actions/events (4 points)
- ☐ Project-specific: _____
- ☐ Project-specific: _____
- ☐ Project-specific: _____
- ☐ Project-specific: _____
- ☐ Project-specific: _____
- ☐ Project-specific: _____

You must hand this checklist in as a document with your final project zip folder (or a text file with the same information), or print it out and hand it in during your final presentation or the final exam. **If you do not hand in the checklist, your optional features will not be marked.**