GTLegend FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

__x__ Accelerometer moves the player

__x__ Walls block character motion

__x__ Omnipotent mode button walks through walls

__x__ The first Map must be bigger than the screen (at least 50*50 tiles)

_x___ Quest works (key & door work)

__x__ Display Game Over when quest complete

__x__ Status bar shows player coordinates

__x__ Speech bubbles used in quest

__x__ Art include at least one sprite

EXTRA FEATURES (choose up to 10):

____ Periodic change of treasure location w/ countdown clock

____ Sound cues instead of sonar when get close to treasure

____ Limited sonar use

____ Localized movement of treasure

____ Difficulty modes

__x__ Sparkling treasure

__x__ Fake treasure

____ Improved tools available

__x__ Start page

__x__ Sound effects or background music

____ Different modes of locomotion

__x__ Animation for interactions with things in the Map

__x__ Include a Game Menu for configuring the game

__x__ Multiple lives and the possibility to lose

____ Additional items that can be collected

__x__   Manipulate map/move objects

_x___   Mobile (walking) NPCs

_____   Player plays against an intelligent opponent in a game

_____   Save the game (persistent)

_x___   Multiple quests (>=2) / extra characters relevant to the quest(s) (>=5)

_____   Larger objects that can occlude the character

_____   Other: (please describe)