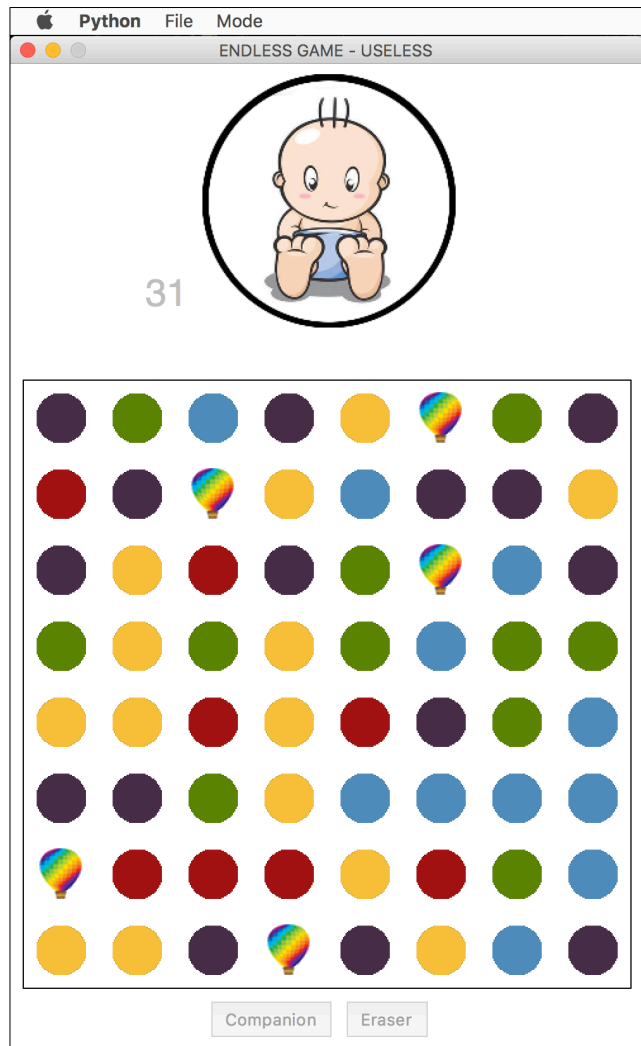# A. Feature List

Task 3: Advanced Features

1. Save/Load Game
2. Game Modes
   - Endless Mode
   - Companion Mode
   - Enable/Disable Balloons
3. More Dots and Companions
   - Butterfly Dot
   - Aristotle Companion
4. Extra GUI Features
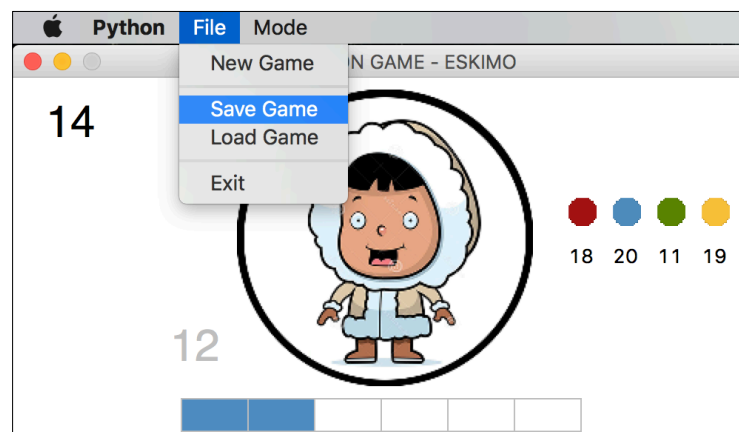
Task 4: Post-graduate Features

1. Action Bar
   - Activate Companion
   - Erase Dot
2. More Dots and Companions
   - Swirl Dot
   - Beam Dot
   - Eskimo Companion
   - Buffalo Companion
   - Captain Companion
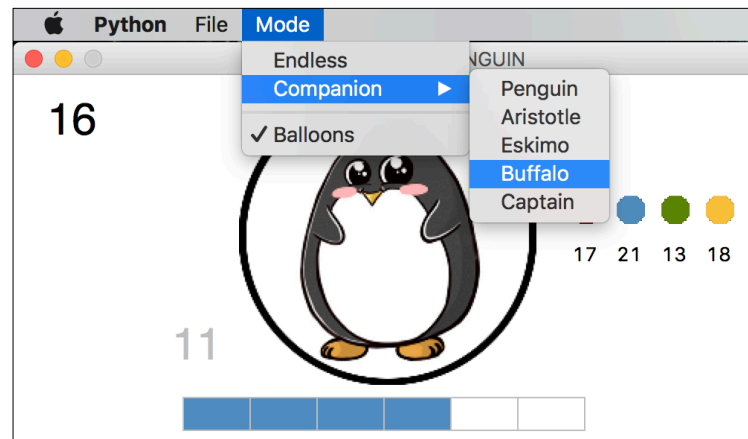
B. Task 3 Description

1. Save/Load Game

- The game can be saved by clicking the **Save Game** command in **File** menu.
- All the informations such as **score**, **moves**, **companion** are saved as well as the current **game mode** status and **special actions** were used.
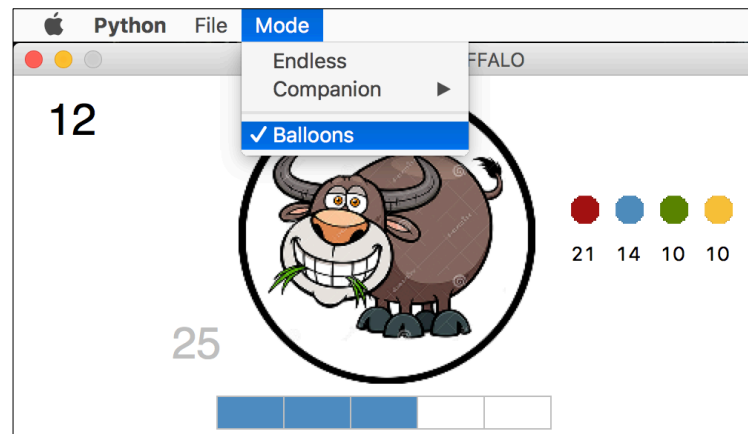
- Only one game can be saved at a time, the previous save game will be overwritten.
- Confirmation messages will be displayed before the game is saved or loaded.

2. Game Modes

- The Player can switch the game mode between **Endless** and **Companion**.
- In the **Companion Mode**, player can also select a companion to play with.
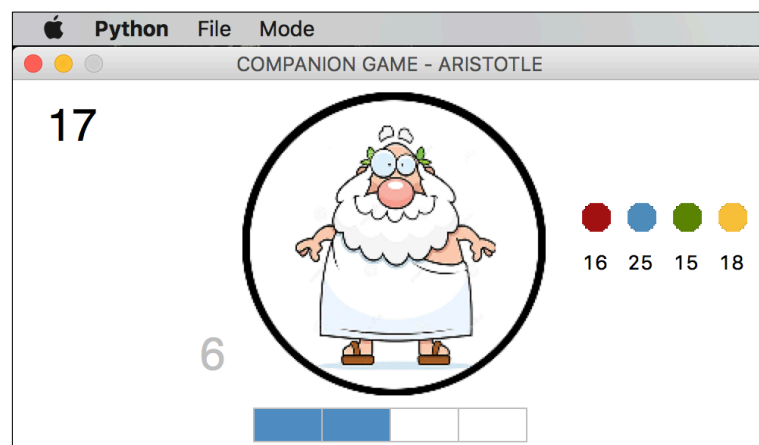

- The **Balloons** can be enabled or disabled via a checkbox on the menu

3. More Dots and Companions

- **Butterfly Dot** and **Aristotle Companion** are added

4. Extra GUI Feature

- The window will be centered and the size will be fixed when the game starts
- The title shows the current game mode and the companion's name

C. Game Screenshots