

GTLegend FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

- ☐Y__ Accelerometer moves the player
- ☐Y__ Walls block character motion
- ☐Y__ Omnipotent mode button walks through walls
- ☐Y__ The first Map must be bigger than the screen (at least 50*50 tiles)
- ☐Y__ Stairs/ladders/portals/the door go between the first and the second Map
- ☐Y__ Quest works (key & door work)
- ☐Y__ Display Game Over when quest complete
- ☐Y__ Status bar shows player coordinates
- ☐Y__ Speech bubbles used in quest
- ☐Y__ Art include at least one sprite

EXTRA FEATURES

- ☐ Start page
- ☐ Sound effects or background music
- ☐ Different modes of locomotion
- ☐ Animation for interactions with things in the Map
- ☐ Include a Game Menu for configuring the game
- ☐Y__ Multiple lives and the possibility to lose
- ☐Y__ Additional items that can be collected
- ☐ Manipulate map/move objects
- ☐Y__ Mobile (walking) NPCs
- ☐Y__ Player plays against an intelligent opponent in a game
- ☐ Save the game (persistent)
- ☐ Multiple quests (≥ 2) / extra characters relevant to the quest(s) (≥ 5)

_____ Larger objects that can occlude the character

_____ Other: (please describe)