# Requirements

Grey = n/a in this game

Red = no marks

Orange = partial marks

Green = full marks

## Mandatory:

1. Add states to your program (0 to 2 marks)
2. Save and load some non-trivial data (0 to 3 marks).
3. Interesting and impressive automated objects (0-1 mark)
4. Impact/impression (0 to 2 marks)

2/8 marks

## Optional:

A: Correctly implement scrolling and zooming using the framework’s FilterPoints class (1 mark)

B. Have advanced animation for background and moving objects (1-2 marks)

C. Interesting and impressive tile manager usage (1-2 marks)

D. Creating new displayable objects during the game (1 mark)

E. Allow user to enter text which appears on the graphical display (1 mark)

F. Complex intelligence on an automated moving object (1 or 2 marks)

G. Non-trivial pixel-perfect collision detection (1 mark)

H. Image rotation/manipulation using the CoordinateMapping object (1 mark)

I. Integrate sound using SDL (1 mark)

J. Show your understanding of templates and/or operator overloading (1 mark)

K. Use your own smart pointers appropriately (1 mark)

L. Sellable quality (1 mark)

6/12 marks

TODO:

* B+C. Add animation to the background, like a pressure plate that triggers a door animation
* H. Add projectiles that rotate to face their target
* 1. Make states polymorphic
* 2. Add level saving and loading (includes creating objects on load)
* F. Add pathfinding to enemies
* E. Add name input on startup
* Fix object layering (lower objects appear on top)