

## GT Quest MMXXI FEATURE CHECKLIST

Student Name: \_\_\_\_\_Bingtao Hu\_\_\_\_\_

### BASIC GAME FUNCTIONALITY

- ☒ Accelerometer moves the player
- ☒ Walls block character motion
- ☒ Omnipotent mode button walks through walls
- ☒ The first Map must be bigger than the screen (at least 50\*50 tiles)
- ☒ Stairs/ladders/portals/the door go between the first and the second map.
- ☒ More than 1 spell to choose from to fight monster
- ☒ Dialogue box presents when casting spell
- ☒ Quest works (key & door work)
- ☒ Display Game Over when quest complete
- ☒ Status bar shows player coordinates
- ☒ Speech bubbles used in quest
- ☒ Art include at least one sprite

### EXTRA FEATURES (choose up to 10):

- ☒ Add a start page
- ☒ Sound effects for interactions / background music
- ☒ Different modes of locomotion (e.g., running, hopping, etc. ) They should be visually distinctive.
- ☒ Animation for interactions with things in the map
- ☐ In-game menu:
  - Save the game
  - Show status information
  - Configuration (Accelerometer direction, which button is which, etc.)

☒ In game inventory with useable items

☒ Multiple lives and the possibility to lose:

- Health & stuff that hurts you.

☒ Mobile (walking) NPCs or monster.

☐ Save the game (persistent over power-off)

☒ Bigger objects in the map that blocks the character.

- A very tall tree that hides the character.
- A feature you can walk behind/under such as a bridge.

☒ Multiple enemies to defeat

☐ Throwable combat items

- Animated dagger/spells

☐ Turn based combat menus

☐ Side profile for combat (think of pokemon games combat sequences) : will likely require use of SD card reader.

☒ Others: items that change how the player takes damage.

☒ Others: 5+ sprites feature