

Group Number: 19

	Features (minimum specifications = 50%)	Yes/ No?	Comments	Team member(s)
1	Compiles and runs fine without errors/Code quality – comments, indenting, etc.	Yes		MW (50%), ST (50%)
2	Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer	Yes		MW(50%), ST(50%)
3	Start game: stationary paddles, countdown timer from 3, paddles should not be able to move	Yes		MW(30%), ST (70%)
4	At least one ball should spawn with random velocity	Yes		ST
5	Objects should not exceed 1024x768 boundaries	Yes		ST
6	Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed)	Yes		ST
7	Ball should bounce off paddles and window edges predictably	Yes		ST
8	Hit registered when ball collides with base, destroying warlord and related paddle	Yes		ST
9	Game can be paused/resume with 'p', exited with 'Esc', back to main screen	Yes		MW
10	Win condition evaluated, exit screen at end of game with summary, PgDown to skip to exit screen	Yes		MW
11	Appropriate sound played for any collisions	Yes		MW

	Design Elements	Team member(s)
1	Game design follows MVC pattern	MW (50%), ST(50%)
2	Space style aesthetic, which is in line with the game story	MW (80%), ST (20%)
3	Menus can be navigated purely on keyboard, allowing for a cohesive experience without having to use the mouse	MW
4	Use of JavaFX throughout the game – notable effects: highlighting current selected menu option, use of transitions/animations to style text, creating the in game GUI	MW(80%), ST (20%)
5	Confirmation screen before 'quit game' is called, to make sure players don't accidentally quit the game	MW
6	Custom usernames can be selected, and shown in-game	MW
7	Use of sounds throughout game (including in menus) to create a more dynamic experience	MW
8	Single Player vs AI mode relates to story by providing text prompts on successive round completions	MW
9	Ball gets faster as game progresses	ST
10	Power-ups	ST
11	AI	MW (20%), ST(80%)