

Final Submission Table

Copy and paste the table below and fill it out completely. For the minimum specifications, please note reasons for any deviations from standard specs in the 'comments' column.

Group Number: 03

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes	Simple comments at each relevant line in the code instead of block commenting, and appropriate variable names	RC (50%) JV (50%)
1	Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer	Yes	Keyboard for controlling main menu, and local multiplayer has options for 2 player and 3 player	RC (90%) and JV (10%)
2	Start game: stationary characters, countdown timer from 3, characters should not be able to move	Yes	Countdown timer added in the middle of the screen for easy viewing	JV
3	AI characters start moving automatically, player characters can be controlled by keyboard	Yes		RC (25%) JV (75%)
4	Window size must be appropriate (between 1024x768 and 1440x990 unless resizable)	Yes	We have chosen to use 1024x768 as a fixed window size	RC
5	Characters can consume pellets upon collision, with an increase in score	Yes		JV
6	Characters should not be able to move through walls, but can wrap-around through the sides of the window	Yes	We have not allowed the user to wrap-around through the sides of the map	RC (80%) JV (20%)
7	When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant	Yes	Notification is via sound, the resetting of characters to their start positions and the 3 second countdown restarting	JV
8	Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn	Yes	Found in the top right-hand corner of the screen	JV
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes	P and Esc have the same GUI, for simplicity	JV
10	Win condition evaluated, exit screen at end of game with summary	Yes	Shows a message and the players score	JV
11	Appropriate sounds played for any collisions	Yes		JV
Design Elements (worth 50%)				
1	Game can be reset with 'R'	Yes	This helps with debugging, and also for	JV

			if you want a quick restart instead of dying	
2	Powerups included in the map mechanics (and map)	Yes	When a powerup is consumed, a sound is played, and the Ghosts have a 10 second speed reduction (powerups do not stack)	JV
3	If player dies, powerups carry over into next life	Yes	This is to ensure the player has a fair chance	RC (50%) JV (50%)
4	Characters have 4 images, one for each direction of travel	Yes	This is to make it easier for the player to tell where the AI are going, and for a more visually appealing game	RC (50%) JV (50%)
5	3 AI each with different tracking logic	Yes	This is to ensure the game is more challenging, rather than using random logic for the AI	RC (20%) JV (80%)

*List team member(s) who worked on this feature with percentage effort. e.g. JS (25%) + SW (75%)