

Final Submission Table

For min specs, please note reasons for any deviations from standard specs in the 'comments' column.

Group Number: 27

Chanokpol Janveerawat : CJ

Keison Tang : KT

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes		CJ (50%) KT (50%)
1	Welcome screen: select a game mode using keyboard, two game modes: single player (vs AI), local multiplayer	No	Mouse to select game mode	CJ (60%) KT (40%)
2	Start game: stationary paddles, countdown timer from 3, paddles should not be able to move	Yes		CJ (60%) KT (40%)
3	At least one ball should spawns with random velocity	Yes		CJ (70%) KT (30%)
4	Objects should not exceed 1024x768 boundaries	Yes		CJ (50%) KT (50%)
5	Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed)	Yes		CJ (60%) KT (40%)
6	Ball should bounce off paddles and window edges predictably	No	Paddle bounce partially Implemented. The Window edge works fine	CJ (50%) KT (50%)
7	Hit registered when ball collides with base, destroying warlord and related paddle	Yes		CJ (50%) KT (50%)
8	Game has two minute time limit (and a way to keep track of this)	Yes		CJ (60%) KT (40%)

9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes		CJ (60%) KT (40%)
10	Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen	Yes		CJ (50%) KT (50%)
11	Appropriate sounds played for any collisions	Yes		CJ (30%) KT (70%)
Design Elements (worth 50%)				
	Design Element	Comments		Team member(s)
1	Voice countdown, game start and end sounds			CJ (30%) KT (70%)
2	Ball's velocity increases when it makes contact with a paddle			CJ (70%) KT (30%)
3	Paddle is still free to move even after the base is destroyed			CJ (60%) KT (40%)
4	Powerdowns randomly spawned on the screen.			CJ (60%) KT (40%)
5	Background images for menu and ingame			CJ (40%) KT (60%)