FRUIT NINJA FEATURE CHECKLIST

Student Name: _Darijl Cooper_____

BASIC GAME FUNCTIONALITY

✓ Accelerometer moves Player   *Joystick*

✓ Game winning screen

✓ Pushbutton throws knife

✓ Knife slices fruit/bomb, update score and game status

✓ Status bar shows current score

✓ Art includes at least one sprite

✓ Player prevented from moving below tallest compost peak

✓ Fruits pile up on compost heap; game over at max height

ADVANCED FEATURES

_____ Multiple knives

_____ Multiple lives

_____ Shattering knives

_____ Diagonal knife trajectories

_____ Strikes (missed fruit): hitting some number ends game

_____ Combos (hitting multiple fruit w/ same knife)

_____ Different sized fruits and bombs

_____ Save game and allow resume after mbed reset

_____ Pause game

_____ Difficulty modes

_____ Choose game mode (different objectives)

_____ In-game menu

_____ Animations on fruit slice and compost pile add

_____ Player can walk anywhere

_____ Compost pile behaves like Tetris

_____ Keep track of game history and show in interesting way

_____ Add more flying objects besides fruits/bombs to provide special feature/effect

_____ Other: (please describe - must be approved by GTA/instructor before Apr 16)