

## Final Submission Table

### Minimum Specification

#	Features	Yes/No?	Comments	Team Members
0	0 Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Y		DF(50) + QH(50)
1	Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer	Y		DF(5) + QH(95)
2	Start game: stationary characters, countdown timer from 3, characters should not be able to move	Y		DF(30) + QH(70)
3	AI characters start moving automatically, player characters can be controlled by keyboard	Y		DF(90) + QH(10)
4	Window size must be appropriate (between 1024x768 and 1440x990 unless resizable)	Y		DF(10) + QH(90)
5	Characters can consume pellets upon collision, with an increase in score	Y		DF(20) + QH(80)

6	Characters should not be able to move through walls, but can wrap-around through the sides of the window	Y		DF(90) + QH(10)
7	When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant	Y		DF(50) + QH(50)
8	Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn	Y		DF(5) + QH(95)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Y		DF(5) + QH(95)
10	Win condition evaluated, exit screen at end of game with summary	Y		DF(50) + QH(50)
11	Appropriate sounds played for any collisions	Y		DF(5) + QH(95)

#### Design Elements

#	Features	Yes/No?	Comments	
	AI - ShortestPath			DF(100) + QH(0)
	AI - Different Personalities			DF(100) + QH(0)
	Spaceman - gobbling animation			DF(95) + QH(5)

	Story Mode			DF(2) + QH(98)
	Endless Mode			DF(10) + QH(90)
	Classic Mode			DF(50) + QH(50)
	Warp Mode			DF(0) + QH(100)
	Different consumables (e.g pellets, power pellets)			DF(10) + QH(90)
	Leader board. Stores top5 for classic, endless, and warp mode			DF(100) + QH(0)
	Leaderboard - used TableView from java, table has tabs			DF(100) + QH(0)
	GUI			DF(0) + QH(100)
	When exit or pause, blur screen			DF(0) + QH(100)