SE306: Project 2 Prototype Features Checklist

How to use this sheet: Fill in the Planned, Achieved and Reason columns in the table below.

Planned: Indicate with a Y/N whether this feature was part of your initial project plan to complete by prototype stage.

Achieved: Indicate with a Y/N/P whether this feature has been fully implemented, where P stands for 'Partially' achieved

Reason: Briefly describe the reason why this feature was achieved/not achieved/partially achieved compared to the initial plan.

Features	Planned? (Y/N)	Achieved? (Y/N/P)	Reason
One completely playable level.	Y	Y	First level has been completed, more levels to implement in future
Characters design and functionality (e.g. central character and/or enemies etc.)	Y	P	Other AI people characters have been implemented, still need to add in animals and improve line of sight
Game world layout (e.g. with obstacles and path options)	Y	P	First level game world is completed, more levels to implement in future
A scoring system (point/time)	Y	Y	Implemented based on time, suspicion bar, and cookies collected
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	Y	Y	Suspicion bar implemented, the game is over once it reaches full
An achievement system (e.g. rewards unlocked based on player performance.)	Y	P	Planed to have a place holder page actual database not implemented.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Y	Welcome screen and level screen implemented as planned
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	P	Have success and failure screen implemented, user can go to next level or back to home. Need to add more.
Pre-designed, different levels of complexity	Y	Y	First level difficulty is preset by level designers.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	Y	Y	Clear goal of delivering present to Christmas tree is implemented.
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	Y	Y	Cookie randomly generates at set locations
Playtesting of all above features within team.	Y	Y	Play testing at each iteration was planned and achieved
Playtesting of all above features by at least one other team.	Y	Y	Cross testing with Team RGB as planned

Any additional features achieved or any comments:

-2.5D implemented since beginning as it is a design feature and will be done throughout project. All models is 3D but camera is in isometric view.
-Add sound/music to the game currently have: main menu music, level 1 music, sound for eating cookie, getting key, unlock doors and walking on creaky floor board

We are tested by RGB and also tested their game.
Feedback given to us:
-The game is good.
-Pretty fun to play.
-Suggestion make Santa fatter