GTLegend FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

____ Accelerometer moves the player

____ Walls block character motion

____ Omnipotent mode button walks through walls

____ The first Map must be bigger than the screen (at least 50*50 tiles)

____ Stairs/ladders/portals/the door go between the first and the second Map

____ Quest works (key & door work)

____ Display Game Over when quest complete

____ Status bar shows player coordinates

____ Speech bubbles used in quest

____ Art include at least one sprite

EXTRA FEATURES

____ Start page

____ Help menu to show game progress

____ Animation for interactions with things in the Map

____ Multiple different sprites (>=5)

____ Different modes of locomotion

____ Additional items that can be collected

____ Randomized item placement changes each time game is played