

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	We have one playable level "Mountain"
Characters design and functionality (e.g. central character and/or enemies etc.)	Y	Y	Flying functionality of owl
Game world layout (e.g. with obstacles and path options)	Y	Y	Obstacles (falling rocks and terrain itself)
A scoring system (point/time)	Y	Y	Scoring algorithm implemented based on time
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	Y	Y	3 max lives (-1 on collision with obstacles)
An achievement system (e.g. rewards unlocked based on player performance.)	Y	Y	"fast runner badge" if they finish level before 1 minute, further badges still need to be developed
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Y	If the player wins, they go to congratulations screen and then back to the map so they can choose another level
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	Y	Game over screen when the player loses all their lives. After the game over screen the game restarts.
Pre-designed, different levels of complexity	Y	Y	The easiest first level done.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	Y	Y	Game objective is to collect 3 mail (for prototype purposes)
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	Y	Y	Random generation of falling rocks
Playtesting of all above features within team.	Y	Y	
Playtesting of all above features by at least one other team.	Y	Y	Playtested by Studio Scur and Angry Goats, Playtested for Studio Scur and Angry Goats

Any additional features achieved or any comments:

Attempted sound, 3D and minimap but focused mainly on completing the basic features for the prototype.