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. Implementing all features below to a high standard will ensure high marks.

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

Feature Swap: While these are pretty standard features, if for some reason a feature does not apply to your game, give us a <u>good reason</u> why it doesn't and add an <u>alternative feature</u> to this list that will be marked instead.

Features	Planned? (Y/N)	Achieved? (Y/N/P)	Reason
One completely playable level.	Y	Y	We wanted a working level so that it can be tested with our game mechanics and have a working game loop.
Characters design and functionality (e.g. central character and/or enemies etc.)	Y	Y	Our game is a collaborative dual game for siblings so that is why there will be 2 playable characters. A mole man NPC is required for assisting the players and a monster is required to introduce fighting mechanics.
Game world layout (e.g. with obstacles and path options)	Y	Y	We needed to complete this to complete a playable level and game mechanics.
A scoring system (point/time)	Y	Y	Our scoring system is based on time for a pair and is needed for replay value. Individuals also have their own independent gold values for personal scoring.
A player life system where lives can be lost/gained/maxed out (e.g. 3 lives max)	Y	P	At this point lives can be lost, but we have not implemented the abilities to gain lives. We plan to implement them in future levels. We have a maximum of 3 shared lives.
An achievement system (e.g. rewards unlocked based on player performance.)	Y	P	The player can earn achievements and reward points, however they can do nothing with the rewards yet. We plan to include skins for the characters. But for this

			tutorial, we haven't implemented any skins yet.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	Y	A welcome screen is part of the game loop and is essential for all games.
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	Y	An exit screen is needed when the level is completed or the player wants to quit the game.
Pre-designed, different levels of complexity	Y	N	We have only done one level, however future levels have been designed and will be of increasing difficulty through more difficult puzzles.
A clear game objective and level objectives (e.g. to get to the end of the level or get 100 points etc.)	Y	Y	The game is linear and is based on levels which means there is a clear objective of where the players must go.
Some aspects of RNG (e.g. random item generation, enemy attacks, level generation.)	Y	Y	There is a chest which contains a random amount of coins. We also have RNG for our monster spawns, movements and actions, however the random monster spawns are not present in the tutorial level as there is only one monster. Torch fuel is also randomly generated as it spawns in a random position in the level.
Playtesting of all above features within team.	Y	Y	We thoroughly play tested our game after each major implementation e.g. dialogue, pressure plate, monster.
Playtesting of all above features by at least one other team.	Y	Y	We play tested with Team Inferno Interactive.

Feature swap or any additional features achieved or any comments:

-Added sound to the games but still need to add more sound effects to game mechanic and level. Current sounds implemented are background music for the level, treasure opening, coin pouring and coin pick up.
-2.5D where the game is presented in an angled top down view and 3D models are used.
-Local multiplayer where two players can play on the same keyboard.