Final Submission Table

Copy and paste the table below and fill it out completely. For the minimum specifications, please note reasons for any deviations from standard specs in the 'comments' column.

Group Number: 10

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s) *
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes		JE(50%) + NM (50%)
1	Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer	Yes		JE(50%) + NM (50%)
2	Start game: stationary paddles, countdown timer from 3, paddles should not be able to move	Yes		JE(50%) + NM (50%)
3	At least one ball should spawns with random velocity	Yes		JE(90%) + NM(10%)
4	Objects should not exceed 1024x768 boundaries	Yes		JE(50%) + NM (50%)
5	Hit registered when ball collides with wall, event(s) follow (e.g. wall being destroyed)	Yes		NM(100%)
6	Ball should bounce off paddles and window edges predictably	Yes	Known bugs (multiple blocks disappear)	NM(100%)
7	Hit registered when ball collides with base, destroying warlord and related paddle	Yes	Refer to the Ghost Player in the report	NM(100%)
8	Game has two minute time limit (and a way to keep track of this)	Yes		JE(50%) + NM (50%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes		JE(50%) + NM (50%)
10	Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen	Yes		NM(70%) + JE (30%)
11	Appropriate sounds played for any collisions	Yes		NM(100%)
Design Elements (worth 50%)				
1	Mouse clicks to transition between scenes	Yes		JE(50%) + NM (50%)
2	Interactive control demo	Yes		JE(100%)
3	Graphics	Yes		JE(100%)
4	Pseudo-randomised wall creation on each game play	Yes		JE(100%)
5	Ghost player when player dies	Yes		JE(50%) + NM (50%)
6	Restarting the game again	Yes		NM(100%)

7	Information on developers screen	Yes		JE(50%) + NM (50%)
8	Background theme music	Yes		NM(100%)
9	Powerups - freeze (including sprites)	Yes		NM(85%) + JE (15%)
10	Powerups - invisibility	Yes		NM(85%) + JE (15%)
11	Powerups - shrink (including sprites)	Yes		NM(85%) + JE (15%)
12	Two difficulty levels in AI - easy (no intelligence), hard (ball tracking)	Yes		JE(100%)