

HUNGRY VIPER GAME FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY (5pts each)

XXX Nav-switch moves the Viper

XXX Game over screen when Viper reaches its maximum length or hits something that is not walkable

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

XXX The Viper grows when it eats a chest

XXX At least 1 boost-up and 1 boost-down Map item

XXX Status bar shows Viperhead coordinates

XXX Art includes at least one sprite

XXX Invincibility button

EXTRA FEATURES (5pts each / choose up to 10):

XXX Game state management: pause/resume button

Additional boost-up/down enabled by Viper interaction with Map item:

XXX Sticky joystick

XXX An object that could lower speed for the Viper

____ Magnet that allows the Viper to attract other objects

____ Objects that give negative effects like speed up or extra length without score

XXX Difficulty modes

XXX Game start page

____ Random map initialization

XXX Sound effects

____ Pathway to another map

XXX Moving objects

2x

XXX 8+ sprite objects

XXX Animation

_____ In-game menu

_____ Multiple lives and the possibility to lose and start over

_____ Save the game

_____ Other: (please describe)