**Feature Checklist & Status Table**

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| Category | Feature | Status | Notes |
| **Core Game Structure** | Java Top-Down Maze Game | ✓ |  |
|  | Pixel Art Visual Style | ✓ | Sprites are loading and displaying. |
|  | Labyrinth World of Interconnected Rooms | ✓ | 9 rooms (3x3 grid) implemented. |
|  | Rooms as 12x12 Matrices | ✓ |  |
|  | Doors Linking Rooms | ✓ | Basic grid connections and special doors implemented. |
|  | Doors can be Locked/Unlocked | ✓ | Via keys, puzzles, crowbar. |
|  | World Class Manages Entities | ✓ |  |
|  | Split Java Files for Readability | ✓ | Project structure is organized. |
| **Player & Characters** | Player Character (Hero) | ✓ |  |
|  | Enemy Characters (NPCs - Goblin, Goblin Guard) | ✓ | Implemented with basic AI. |
|  | LivingBeings have Health & Strength | ✓ | Health system and UI confirmed working. |
|  | Characters can Move Between Rooms | ✓ |  |
|  | Characters can Fight (Basic Combat) | ✓ | Player attacks with gun, NPCs melee attack. |
|  | Characters can Heal | ✓ | AidKits are functional. |
|  | Characters carry Inventory | ✓ |  |
|  | Player Death & Game Over | ✓ | Player items drop on death. |
| **Items & Inventory** | Inventory System (Pickup, Store, Use, Active Item) | ✓ | Q/R to cycle, F to use active, number keys also work. |
|  | Keys (Unlock specific doors/chests) | ✓ | Generic Key, Chest Key, Guard's Key implemented and working. |
|  | Crowbar (Force open certain locks, has durability) | ✓ | Implemented and working on forceable doors/chests. |
|  | Chests (Can be locked, contain items, openable by key/crowbar) | ✓ | Old Chest (locked, forceable), Dusty Crate (unlocked, forceable) implemented with varied loot. |
|  | Medicine (AidKits restore health) | ✓ | Floor Medkit, Small Medkit (from chest), Crude Bandage (NPC drop) working. |
|  | Weapons (Gun - Pistol) | ✓ | Fires, uses ammo, displays ammo count. |
|  | Ammo (Reloads weapons, can be found/dropped) | ✓ | 9mm Rounds implemented, reload and capping works. |
| **Game Mechanics** | Activatable Objects (Doors, Chests, Levers change state) | ✓ |  |
|  | Execute() Method for Character Turns | ✓ | Player actions via input, NPC actions via NPC.execute(). |
|  | NPC Drops (Specific keys, random loot) | ✓ | Goblin Guard drops specific key; both NPCs can drop random ammo/aidkits. |
|  | Puzzles to Solve (Lever Puzzle) | ✓ | "All levers on" puzzle implemented controlling a door. |
|  | Timed Hazards (Previously "Timed Obstacles" - fulfilled by Traps) | ✓ | Spike traps with IDLE/WARNING/ACTIVE states that damage player. |
| **UI & Display** | Player Health Bar/Display | ✓ | Text display of Health/MaxHealth, updates correctly. |
|  | Inventory Display | ✓ | Lists items, indicates active item. (Polish: more space for long lists). |
|  | Weapon/Ammo Display | ✓ | Shows active weapon and its current/max ammo. |
| **Goal & Progression** | Explore Maze, Unlock Paths | ✓ | Player navigates rooms, uses keys/crowbar/solves puzzles. |
|  | Fight Enemies (as part of progression/survival) | ✓ |  |
|  | Manage Inventory for Survival/Progression | ✓ |  |
|  | Survive to Escape Labyrinth (Win Condition) | ✓ | "Dimensional Exit" door implemented and triggers win. |
|  | More Chests, More Enemies (Content Aspect) | ✓ | Systems support this; initial examples (2 NPCs, 2 Chests beyond start) are in. Further is content. |
|  | Barriers/Internal Walls in Rooms (Content Aspect) | ✓ | Example internal walls added to Room 0 & 1. System supports more. |