

GTEmblem FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

- ☒ Accelerometer moves the cursor (constrained by map boundaries but not obstacles)
- ☒ Characters have attack, defense, movement, hit points stats
- ☒ Characters can be selected for movement
- ☒ Characters can be moved within their movement range, once per turn
- ☒ Attacks work, including damage calculations
- ☒ Killed characters disappear from the map
- ☒ Players take turns
- ☒ Speech bubbles used to announce player turn change
- ☒ The map must be bigger than the screen (at least 100*50 tiles)
- ☒ Art include at least one sprite
- ☒ Display Game Over when a player loses all characters

EXTRA FEATURES (choose up to 10):

- ☒ Provide a visual representation of selected character's movement range
- ☐ An enemy AI that attacks only those characters that step into their attackable range
- ☐ An enemy AI that always moves towards the nearest enemy character to attack
- ☐ Weapons
- ☒ Avoid
- ☒ Healing
- ☒ Character info menu
- ☒ Character's inventory as part of the info menu
- ☐ Different terrain types
- ☒ Difficulty modes

x Starting page

x Animation for attacks or movement

___ Saving game state

___ Multiple distinct levels

x Complex sprites ("Sprites must be unique and more than just a stack of lines. I think that 8 unique sprites would be great for an advanced feature.")

x Choosing which enemy to attack if multiple enemies are valid at the character's position, or choosing not to attack at all.