GTEmblem FEATURE CHECKLIST

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BASIC GAME FUNCTIONALITY

_x_ Accelerometer moves the cursor (constrained by map boundaries but not obstacles)

_x_ Characters have attack, defense, movement, hit points stats

_x_ Characters can be selected for movement

_x_ Characters can be moved within their movement range, once per turn

_x_ Attacks work, including damage calculations

_x_ Killed characters disappear from the map

_x_ Players take turns

_x_ Speech bubbles used to announce player turn change

_x__ The map must be bigger than the screen (at least 100*50 tiles)

_x_ Art include at least one sprite

_x_ Display Game Over when a player loses all characters

EXTRA FEATURES (choose up to 10):

_x_ 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

_x_ Avoid

_x_ Healing

_x_ Character info menu

_x_ Character's inventory as part of the info menu

___ Different terrain types

_x_ 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.

_x_ The game automatically ends the player's turn when they have moved all eligible characters