

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: 9

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes		KL (50%) + JF (50%)
1	Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer	Yes		KL (85%) + JF (15%)
2	Start game: stationary characters, countdown timer from 3, characters should not be able to move	Yes		KL (80%) + JF (20%)
3	AI characters start moving automatically, player characters can be controlled by keyboard	Yes		KL (30%) + JF (70%)
4	Window size must be appropriate (between 1024x768 and 1440x990 unless resizable)	Yes		KL (90%) + JF (10%)
5	Characters can consume pellets upon collision, with an increase in score	Yes		KL (40%) + JF (60%)
6	Characters should not be able to move through walls, but can wrap-around through the sides of the window	Yes		KL (10%) + JF (90%)
7	When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant	Yes	Instead of character losing life, points are deducted and if the character collides with a specific enemy, the game will end	KL (50%) + JF (50%)
8	Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn	Yes		KL (60%) + JF (40%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes		KL (60%) + JF (40%)
10	Win condition evaluated, exit screen at end of game with summary	Yes		KL (50%) + JF (50%)
11	Appropriate sounds played for any collisions	Yes		KL (60%) + JF (40%)
Design Elements (worth 50%)				
1	Art, Music and individual sound effects.	Yes		KL (85%) + JF (15%)

2	Adding different power-ups with individual timers on the UI to countdown the time remaining for an item.	Yes		KL (25%) + JF (75%)
3	Added multiple game modes (story, map select, multiplayer 1 or 2).	Yes		KL (50%) + JF (50%)
4	Added multiple levels with different items and map paths, with the inclusion of a bonus fun level.	Yes		KL (70%) + JF (30%)
5	Have two different kinds of enemies, each with a different effect on the main character.	Yes		KL (30%) + JF (70%)
6	Storyline added to the story game mode.	Yes		KL (80%) + JF (20%)
7	Credits page to credit creators of artwork, music and sound effects.	Yes		KL (100%)
8	Help and Options page with the option to switch on and off music and sound effects.	Yes		KL (100%)
9	Added 5 types of pellets, each with a different score value and sound effect.	Yes		KL (60%) + JF (40%)