**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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- |
|  | **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%) |