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| Intended Features | Maximum Points Available (From Specification) | Self-Evaluation (Does the intended feature work) | Special Instructions |
| Basic GUI | 20 | Yes | Use the on screen buttons or the following keyboard controls: Arrow keys to move, Spacebar to pick up gold, Escape to exit. No need to look, this is automatic. |
| Graphic Map Pane | 25 | 100% intended functionality  Known bug:   * Sometimes, when moving to a previously undiscovered row or column of tiles, the camera jumps to the tile instantly instead of transitioning smoothly. | Clocked at 60Hz  Also works for Bot  Can use arrow keys on keyboard to move, space to pick-up, escape to exit. |
| Chat | 25 | Yes | Name is set on launch |
| Client responds to events from server asynchronously | 25 | Yes | If the look window around a player has changed since their last look command, they are sent a look window and it updates their view.  Win and lose commands are also sent asynchronously. |
| Bot GUI |  | Yes | Allows the user to view the bot’s progress in a graphic map pane |
| Advanced AI | 25 | Yes | AI is built upon a complex task system which includes an expandable map built from look windows, a position tracker, and adaptable pathfinding |