

GT Quest MMXXI FEATURE CHECKLIST

Student Name: Meghna Jain

BASIC GAME FUNCTIONALITY

- ☐ * Accelerometer moves the player
- ☐ * Walls block character motion
- ☐ * Omnipotent mode button walks through walls
- ☐ * The first Map must be bigger than the screen (at least 50*50 tiles)
- ☐ * Stairs/ladders/portals/the door go between the first and the second map.
- ☐ * More than 1 spell to choose from to fight monster
- ☐ * Dialogue box presents when casting spell
- ☐ * Quest works (key & door work)
- ☐ * Display Game Over when quest complete
- ☐ * Status bar shows player coordinates
- ☐ * Speech bubbles used in quest
- ☐ * Art include at least one sprite

EXTRA FEATURES (choose up to 10):

- ☐ ** Add a start page
- ☐ ** Sound effects for interactions / background music
- ☐ Different modes of locomotion (e.g., running, hopping, etc.) They should be visually distinctive.
- ☐ ** Animation for interactions with things in the map
- ☐ In-game menu:
 - Save the game
 - Show status information
 - Configuration (Accelerometer direction, which button is which, etc.)
- ☐ In game inventory with useable items
- ☐ ** Multiple lives and the possibility to lose:
 - Health & stuff that hurts you.
- ☐ Mobile (walking) NPCs or monster.

_____ Save the game (persistent over power-off)

_____ Bigger objects in the map that blocks the character.

- A very tall tree that hides the character.
- A feature you can walk behind/under such as a bridge.

_____ Multiple enemies to defeat

_____ Throwable combat items

- Animated dagger/spells

_____ Turn based combat menus

_____ Side profile for combat (think of pokemon games combat sequences) : will likely require use of SD card reader.

_____ Other: (please describe)

1. ** Create at least 5 different sprites
2. ** 2 separate screens for losing and winning the game
3. ** Boss lives - multiple lives for the monster