

## GT Quest MMXXI FEATURE CHECKLIST

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### 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)