

BASE FEATURE CHECKLIST FOR TALES OF BUZZ

Student Name: Mythri Muralikannan

BASIC GAME FUNCTIONALITY

☐ Nav-Switch moves the player. Status Bar is displayed at top showing player coordinates

☐ Walls block character motion

☐ The first Map must be bigger than the screen (at least 50*50 tiles). The top status area should display at a minimum, the current Player coordinates within the map

☐ Stairs/ladders/portals/door to go between the first and the second map. the second map must be visually different from the first map

☐ More than one (1) attack to choose from to fight enemies/bosses. Attack button works.

☐ Quest works (key & door work)

☐ Display Game Over when quest is completed

☐ Speech bubbles used in quest and casting spell

☐ Art include at least one (1) sprite

☐ Enemies drop items when defeated. At least two distinct enemy types (in addition to the Boss).