

## ADVANCED (and leftover) FEATURE CHECKLIST FOR TALES OF BUZZ

Student Name: Mythri Muralikannan

### ADVANCED FEATURES (choose up to 10):

**YES** Add a start page. Must include options to view controls, start game, and the name of your game

\_\_\_\_\_ Sound effects for interactions / background music

**YES** Different modes of locomotion (e.g., running, hopping, etc.) They should be visually distinctive.

**YES** Animation for interactions with static things in the map

.... In-game menu (each counts as separate feature):

\_\_\_\_\_ Save the game

\_\_\_\_\_ Show status information

\_\_\_\_\_ Other (Please describe)

**YES** In game inventory with useable items

Multiple lives and the possibility to lose:

**YES** Health & stuff that hurts you.

\_\_\_\_\_ Other (Please describe)

\_\_\_\_\_ Mobile (walking) NPCs or wizards/monsters

\_\_\_\_\_ Save the game (persistent over power-off) - will require the use of the SD card reader.

.... Bigger objects in the map that blocks the character.

**YES** A very tall tree that hides the character.

\_\_\_\_\_ A feature you can walk behind/under, such as a bridge.

\_\_\_\_\_ Other (Please describe)

\_\_\_\_\_ Multiple bosses to defeat with distinct attacks/spells

.... Animation with non-static things in map (e.g.: throwable combat items)

\_\_\_\_\_ Animated dagger/spells

\_\_\_\_\_ Others (Please describe)


\_\_\_\_\_ Side quests

\_\_\_\_\_ Enemies have health bars and take multiple hits to defeat


\_\_\_\_\_ Player levels up / Unlocks additional abilities

\_\_\_\_\_ Cut scene in the game


... Others: (Please describe) - Note.: Needs approval on Ed Discussion


**YES**  Andrew Bryan Carlisle 3d  
A few advanced features I am requesting :  
1. The entirety of each of the levels are made up of sprite based tiles and entities (everything except a few hard coded animations are sprites)

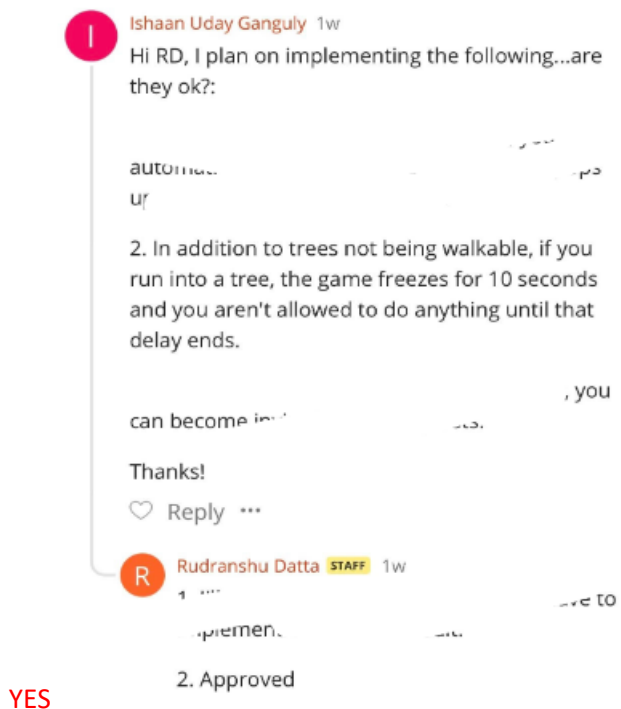
 Rudranshu Datta **STAFF** 2d  
All Approved!  
👍 Reply ...

**YES**  Nikolas Carter Borths 4d  
Implementing emotes that you can activate after you defeat an enemy?  
👍 Reply ...

 Rudranshu Datta **STAFF** 4d  
Approved

 Koby Dunn 2w  
Adding a score counter that is displayed in the status bar at the top and at the end of the game. Gets updated every time you kill an enemy/boss or pick up an object (coins with different values?).  
👍 Reply ...

**YES**  Rudranshu Datta **STAFF** 2w  
Approved with the following conditions. Defeating different enemies (including the Boss) should make your score update differently. For example, defeating an ice enemy would give you 5 points, fire enemy would give you 6 points, and Boss would give you 10.



## LEFTOVER BASE FEATURES

(check only leftover base features you finished since submitting your P2-2 Baseline)

\_\_\_ Nav-Switch moves the player

\_\_\_ Walls block character motion

\_\_\_ The first Map must be bigger than the screen (at least 50\*50 tiles)

\_\_\_ Stairs/ladders/portals/door to go between the first and the second map.

\_\_\_\_ More than one (1) attack to choose from to fight enemies/bosses

\_\_\_\_ 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