BASE FEATURE CHECKLIST FOR TALES OF BUZZ

Student Name: Mythri Muralikannan

BASIC GAME FUNCTIONALITY

\_\_Y\_\_ Nav-Switch moves the player. Status Bar is displayed at top showing player coordinates

\_\_Y\_\_ Walls block character motion

\_\_Y\_\_ 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

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

visually different from the first map

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

\_\_Y\_\_ Quest works (key & door work)

\_\_Y\_\_ Display Game Over when quest is completed

\_\_Y\_\_ Speech bubbles used in quest and casting spell

\_\_Y\_\_ Art include at least one (1) sprite

\_\_Y\_\_ Enemies drop items when defeated. At least two distinct enemy types (in addtion to the Boss).