ADVANCED (and leftover) FEATURE CHECKLIST FOR TALES OF BUZZ

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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)

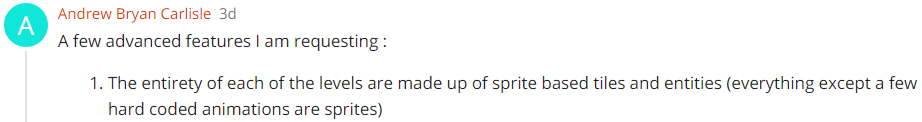
\_\_\_\_ Side quests

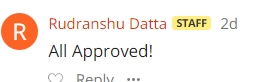
\_\_\_\_ Enemies have health bars and take multiple hits to defeat

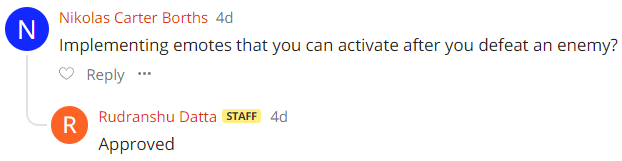
\_\_\_\_ Player levels up / Unlocks additional abilities

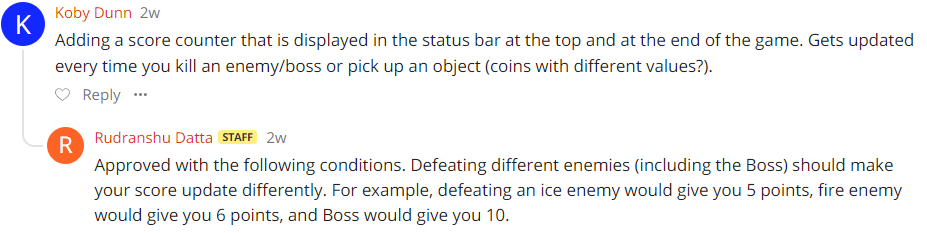
\_\_\_\_ Cut scene in the game

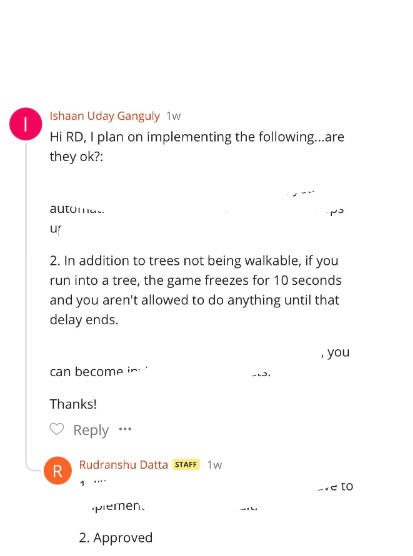
… Others: (Please describe) - Note.: Needs approval on Ed Discussion

YES 



YES

YES 

YES

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