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| --- | --- | --- | --- |
| Feature | Y/N | | Notes |
| Bare pass (D- - D+) | | | | |
| The game begins when the start button is pressed | y | | Game starts when button is pressed |
| The start button is hidden on click | y | |  |
| Tanks and bombs get created at random positions | y | |  |
| Bombs move across the screen | y | |  |
| Multiple bombs can move at once | y | |  |
| When a bomb hits the edge of the screen, it explodes (with explosion animation) | y | |  |
| Player/explosion collision detection | y | |  |
| Multiple points of collision (not just top left) | y | |  |
| "Game Over" message | y | |  |
| Cactus collision detection | y | |  |
| Player animation is set to "dead" (lives not implemented) or "hit" (lives implemented) | y | |  |
| Good pass (C- - B-) | | | | |
| Bombs exploding at random points, not all at the same | y | |  |
| Lives being added/removed through JavaScript (not in the html file) | y | |  |
| Display the hit animation when the player gets hit and remove a life | y | |  |
| Game over when all three lives are lost | y | |  |
| Play again message (reset button) | y | |  |
| Very good pass (B – A-) | | | | |
| Scoring system GUI functional and counting the bombs avoided | | y |  |
| The scores and names are saved in local storage | | Y |  |
| Displaying a list of the high scores | | N |  |
| Random bomb speed | | y |  |
| Different bomb angles | | Y |  |
| Excellent pass (A – A+) | | | | |
| Increasing difficult levels | Y | |  |
| An infinite number of difficulty levels | Y | |  |
| The player displays the "fire" animation when the space key is pressed | Y | |  |
| Arrow gets created at the player's position | Y | |  |
| Arrow moves in the correct direction from the player (up, down, left, right) |  | | when I use lastpressed option the arrow borrows players movement |
| Collision detection with arrow and bomb | Y | | Is working but not eveytime |
| Arrow and bomb are both removed on a collision | Y | |  |
| The player cannot move for 0.5 seconds while the arrow is being fired | Y | |  |
| The player can only fire one arrow every 0.5 seconds | Y | |  |