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|  | **Features (Minimum Specifications = 50%)** | **Yes/No?** | **Comments** | **Team Member (s)** |
| 0 | Compiles and runs fine without errors/Code quality -comments, indenting, etc | Yes | - | SB (50%) +  MY (50%) |
| 1 | Welcome screen: select a game mode using keyboard, three game modes: single player (vs AI), local multiplayer | Yes | [1] | SB (25%) +  MY (75%) |
| 2 | Start game: stationary paddles, countdown timer from 3, paddles should not be able to move | Yes | - | SB (25%) +  MY (75%) |
| 3 | At least one ball should spawn with random velocity | Yes | - | SB (25%) +  MY (75%) |
| 4 | Objects should not exceed 1024x768 boundaries | Yes | [2] | SB (25%) +  MY (75%) |
| 5 | Hit registered when ball collides with wall, event(s)  follow (e.g. wall being destroyed) | Yes | - | SB (75%) +  MY (25%) |
| 6 | Ball should bounce off paddles and window edges predictably | Yes | [3] | MY (100%) |
| 7 | Hit registered when ball collides with base, destroying warlord and related paddle | Yes | - | SB (75%) +  MY (25%) |
| 8 | Game has two minute time limit (and a way to keep track of this) | Yes | - | SB (25%) +  MY (75%) |
| 9 | Game can be paused/resumed with ‘p’, exited with ‘Esc’ back to main screen | Yes | - | SB (50%) +  MY (50%) |
| 10 | Win condition evaluated, exit screen at end of game with summary, PgDn to skip to exit screen | Yes | [4] | SB (25%) +  MY (75%) |
| 11 | Appropriate sounds played for any collisions | Yes | - | SB (100%) |
| **Design Elements (worth 50%)** | | | | |
| 0 | Warlord, paddle, ball, wall, and background sprites and animation | Yes | - | SB (100%) |
| 1 | Overall game play and wall placement design | Yes | - | SB (100%) |
| 2 | 10 different classes with different abilities and graphics | Yes | - | SB (50%) +  MY (50%) |
| 3 | Intuitive menu screen to select players, controllers, classes | Yes | - | SB (50%) +  MY (50%) |
| 4 | Custom game settings such as game speed, additional randomness, reversed controls | Yes | - | SB (50%) +  MY (50%) |
| 5 | Campaign (single player only) mode with multiple levels, difficulty curve, and story | Yes | - | SB (75%) +  MY (25%) |

* [1]: Single player mode is campaign. Multiplayer mode you can select as many of the four players to be AI controlled as you like. Menus are controlled only by the keyboard.
* [2]: Boundaries and game area is 768 x 768. We think that a square design is more intuitive, user friendly, and fair to all players.
* [3]: We have added a small degree of randomness to the ball velocity after bounce. This is so that AI do not get stuck into loops of bouncing a ball between one another.
* [4]: Exit screen displays who won the game, or if the game was a tie. PgDn skips to the end of the game and evaluates the win conditions at the time PgDn was pressed.