**Final Submission Table**Copy and paste the table below and fill it out completely. For the minimum specifications, please note reasons for any deviations from standard specs in the ‘comments’ column.

Group Number: \_\_\_\_\_\_\_\_\_\_\_\_27\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Features (minimum specifications = 50%)** | **Yes/No?** | **Comments** | **Team member(s)\*** |
| 0 | Compiles and runs fine without errors/Code quality - comments, indenting, etc. | YES |  | DC(50%)  PJ(50%) |
| 1 | Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer | YES | We have an intro screen before the Welcome screen is displayed to add more visual effect. Also, in our welcome screen, we have added an option button that allows player to adjust volume of bgm | DC(100%) |
| 2 | Start game: stationary characters, countdown timer from 3, characters should not be able to move | YES |  | DC(50%)  PJ(50%) |
| 3 | AI characters start moving automatically, player characters can be controlled by keyboard | YES |  | DC(50%)  PJ(50%) |
| 4 | Window size must be appropriate (between 1024x768 and 1440x990 unless resizable) | YES |  | DC(50%)  PJ(50%) |
| 5 | Characters can consume pellets upon collision, with an increase in score | YES |  | PJ(100%) |
| 6 | Characters should not be able to move through walls, but can wrap-around through the sides of the window | YES |  | PJ(100%) |
| 7 | When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant | YES |  | PJ(100%) |
| 8 | Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn | YES | In our game, as our AI are capable of surrounding the player and the sizes of our maze are reasonably large. It takes nearly two minutes to collect all coins without pursuit of AI, so therefore we have increased it to three minutes | DC(100%) |
| 9 | Game can be paused/resumed with ‘p’, exited with ‘Esc’ back to main screen | YES |  | DC(100%) |
| 10 | Win condition evaluated, exit screen at end of game with summary | YES |  | DC(50%)  PJ(50%) |
| 11 | Appropriate sounds played for any collisions | YES |  | DC(100%) |
| **Design Elements (worth 50%)** | | | | |
| 1 | Story(Visual Novel Style) with options available |  |  | PJ(100%) |
| 2 | Attributes |  |  | DC(50%)  PJ(50%) |
| 3 | Boss Level |  |  | DC(50%)  PJ(50%) |
| 4 | Character Creation |  |  | DC(50%)  PJ(50%) |
| 5 | Intelligent AI and difficulty  (Scatter mode and Attack mode) |  |  | DC(100%) |
| 6 | Background Music |  |  | DC(100%) |
| 7 | Power Pellets |  |  | PJ(100%) |
| 8 | Graphics |  |  | PJ(75%)  DC(25%) |
| 9 | Narratives |  |  | PJ(100%) |
| 10 | Power Pellets |  |  | PJ(100%) |
| 11 | Multiple Levels |  |  | DC(50%)  PJ(50%) |
| 12 | PgUp can be used in game to skip level |  |  | DC(100%) |
| 13 | Volume Slider |  |  | DC(100%) |
| 14 | In-game menu |  |  | DC(100%) |

\*List team member(s) who worked on this feature with percentage effort. e.g. JS (25%) + SW (75%)