**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: 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Features (minimum specifications = 50%)** | **Yes/No?** | **Comments** | **Team member(s)\*** |
| 0 | Compiles and runs fine without errors/Code quality - comments, indenting, etc. | Yes |  | Amar: 50%  Rohan: 50% |
| 1 | Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer | Yes |  | Amar: 100%  Rohan: 0% |
| 2 | Start game: stationary characters, countdown timer from 3, characters should not be able to move | Yes |  | Amar: 100%  Rohan: 0% |
| 3 | AI characters start moving automatically, player characters can be controlled by keyboard | Yes |  | Amar: 0%  Rohan: 100% |
| 4 | Window size must be appropriate (between 1024x768 and 1440x990 unless resizable) | Yes |  | Amar: 50%  Rohan: 50% |
| 5 | Characters can consume pellets upon collision, with an increase in score | Yes |  | Amar: 0%  Rohan: 100% |
| 6 | Characters should not be able to move through walls, but can wrap-around through the sides of the window | Yes |  | Amar: 0%  Rohan: 100% |
| 7 | When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant | Yes |  | Amar: 0%  Rohan: 100% |
| 8 | Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn | Yes |  | Amar: 100%  Rohan: 0% |
| 9 | Game can be paused/resumed with ‘p’, exited with ‘Esc’ back to main screen | Yes |  | Amar: 100%  Rohan: 0% |
| 10 | Win condition evaluated, exit screen at end of game with summary | Yes |  | Amar: 50%  Rohan: 50% |
| 11 | Appropriate sounds played for any collisions | Yes |  | Amar: 0%  Rohan: 100% |
| **Design Elements (worth 50%)** | | | | |
| 1 | Self-Composed Soundtrack |  | Made using GarageBand | Amar: 100%  Rohan 0% |
| 2 | Advanced AI tracking |  |  | Amar: 0%  Rohan: 100% |
| 3 | Collectible Powerup: Defeat enemies (Transformation) |  |  | Amar: 0%  Rohan: 100% |
| 4 | Collectible Powerup: Player speeds up |  |  | Amar: 0%  Rohan: 100% |
| 5 | AI Teleportation |  |  | Amar: 0%  Rohan: 100% |
| 6 | High Score |  |  | Amar: 100%  Rohan: 0% |
| 7 | Time Based |  | Challenge to finish in allocated time | Amar: 100%  Rohan: 0% |
| 8 | AI random movement |  |  | Amar: 0%  Rohan: 100% |
| 9 | Extra Life |  | User gains an extra life mid-way through the game | Amar: 50%  Rohan: 50% |
| 10 | Photo Editing |  | Used and edited reusable photos | Amar: 100%  Rohan: 0% |
| 11 | Story |  |  | Amar:100%  Rohan: 0% |
| 12 | Help Screen |  |  | Amar: 100%  Rohan: 0% |

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