Dungeon Game - Checklist

Github Usernames: _____ _____

#	Item	Value	Earned
1	**General**	**pass / fail**	
-	`repository` exists		
-	`assignments` folder exists in Repo		
-	`A06` folder exists in `assignments`		
-	Code is commented		
2	**Levels**	**07**	
-	5 levels or 3 (self made) levels exist	-	
-	Code for each level is somewhat organized (see below).	-	
3	**Portals or Transitions**	**14**	
-	Correct number of Portals exist and located properly	-	
-	Portals work properly	-	
-	Portal is some animated sprite.	-	
4	**Coins**	**18**	
-	Animated coins get more points than unanimated.	-	
-	Colliding with coins removes them from game and adds points to player.	-	
-	Coins should be randomly distrubuted and not on collision a layer.	-	
4	**Health**	**19**	
-	Player needs a health bar or health in a HUD.	-	
-	Colliding with monsters will decrease health significantly.	-	
4	**HUD**	**12**	
-	A Heads up display will exist.	-	
-	It will keep track of player health, and coins collected.	-	
-	It should be easy to read and stay in one game corner.	-	
5	**Monsters**	**14**	
-	At least 2 places on a map will spawn some simple monster(s).	-	

#	Item	Value	Earned
-	The monsters will move toward player.	-	
-	Monsters that use animations will get more points.	-	
6	***Finish Line***	**16**	
-	There should be a portal that takes player to finished screen.	-	
-	It should be a little obvious.	-	
	Total:	**100**	