

# Dungeon Game - Checklist

Github Username: \_\_\_\_\_ Github Username: \_\_\_\_\_

#	Item	Value	Earned
<b>1</b>	<b>General</b>	<b>pass / fail</b>	
-	repository exists		
-	assignments folder exists in Repo		
-	A05 folder exists in assignments		
-	Code is commented		
<b>2</b>	<b>Levels</b>	<b>07</b>	
-	5 levels or 3 (self made) levels exist	-	
-	Code for each level is somewhat organized (see below).	-	
<b>3</b>	<b>Portals or Transitions</b>	<b>14</b>	
-	Correct number of Portals exist and located properly	-	
-	Portals work properly	-	
-	Portal is some animated sprite.	-	
<b>4</b>	<b>Coins</b>	<b>18</b>	
-	Animated coins get more points than unanimated.	-	
-	Colliding with coins removes them from game and adds points to player.	-	
-	Coins should be randomly distributed and not on collision a layer.	-	
<b>4</b>	<b>Health</b>	<b>19</b>	
-	Player needs a health bar or health in a HUD.	-	
-	Colliding with monsters will decrease health significantly.	-	
<b>4</b>	<b>HUD</b>	<b>12</b>	
-	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.	-	
<b>5</b>	<b>Monsters</b>	<b>14</b>	
-	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	<b>Finish Line</b>	16	
-	There should be a portal that takes player to finished screen.	-	
-	It should be a little obvious.	-	
Total:		100	