

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: _10_____

	Features (minimum specifications = 50%)	Yes/No?	Comments	Team member(s)*
0	Compiles and runs fine without errors/Code quality - comments, indenting, etc.	Yes	Compiles and runs in eclipse, unsure about cmd line	SM (51%) RP (49%)
1	Welcome screen: select a game mode using keyboard, single player (vs AI) and local multiplayer	Yes		SM (75%) RP (25%)
2	Start game: stationary characters, countdown timer from 3, characters should not be able to move	Yes		SM (40%) RP (60%)
3	AI characters start moving automatically, player characters can be controlled by keyboard	Yes	WASD and arrow keys can be used for movement in single player	SM (40%) RP (60%)
4	Window size must be appropriate (between 1024x768 and 1440x990 unless resizable)	Yes	Not Resizable, fixed at 1280x990	SM (50%) RP (50%)
5	Characters can consume pellets upon collision, with an increase in score	Yes	Special pellets have extra effects beyond score	SM (40%) RP (60%)
6	Characters should not be able to move through walls, but can wrap-around through the sides of the window	Yes		SM (0%) RP (100%)
7	When characters collide, appropriate notification should be made, a protagonist life should be lost, respawn if relevant	Yes		SM (25%) RP (75%)
8	Game has two minute time limit (and a way to keep track of this), time should skip to 0 with PgDn	Yes	We opted for a 3-minute time limit due to level size, and loses a life when time runs out instead of game over due to game length and difficulty	SM (60%) RP (40%)
9	Game can be paused/resumed with 'p', exited with 'Esc' back to main screen	Yes	ESC closes the game with a prompt	SM (50%) RP (50%)
10	Win condition evaluated, exit screen at end of game with summary	Yes	Beating a level moves to the level select screen, score is kept for the next level	SM (50%) RP (50%)

11	Appropriate sounds played for any collisions	Yes		SM (20%) RP (80%)
Design Elements (worth 50%)				
1	Advanced AI & pathfinding	Yes	(Hunter, ambusher, guard, scared, intelligence levels)	SM (20%) RP (80%)
2	Responsive Game UI & level select	Yes	(Time progress bar, Score updating, ability/boost names and counters, etc)	SM (75%) RP (25%)
3	Additional levels design	Yes	Custom maps	SM (50%) RP (50%)
4	Additional Characters w/ abilities	Yes	PackKid, Robot, Snac, Glitch	SM (40%) RP (60%)
5	Boosts	Yes	Shield, TimeSlow, Magnet, Dash, Invisible, Invert controls, Random Teleport	SM (35%) RP (65%)
6	Story narrative, Help screen	Yes		SM (70%) RP (30%)
7	Branching level tree	Yes	Levels have prerequisites before unlocking	SM (50%) RP (50%)
8	Save files	Yes	Read/Write/AutoSave	SM (90%) RP (10%)
9	Animations	Yes		SM (10%) RP (90%)
10	Correct wall generation	Yes	Walls automatically decide on shape (Tee's, corners, etc)	SM (50%) RP (50%)
11	Creates level file from image	Yes	Greatly aids level design	SM (20%) RP (80%)

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