

## CHECKLIST OF BBM104 SPRING 2023 PROJECT ASSIGNMENT 4

- Show the title and icon of your game.  
[This function works correctly.](#)
- Show that music is playing in loop at title screen.  
[This function works correctly.](#)
- Show that user can exit with ESC key and open the game again.  
[This function works correctly.](#)
- Show that user can go to the background selection screen by pressing the ENTER key, change background and crosshair, then press ESC key to go back to the title screen.  
[The ENTER and ESC key part works correctly but background/crosshair is not changing.](#)
- If your code can go from background selection screen to title screen, press ENTER again to go background selection screen again, and show that background screen resets itself.  
[This function doesn't work.](#)
- Show that music is still playing in loop where it has been left during background selection screen.  
[This function works.](#)
- Show that arrow keys can navigate between backgrounds and crosshairs.  
[This function doesn't work.](#)

### INCOMPLETE PARTS

All the parts below which is wanted from code is incompleted, code is unable to do these functions.

- Select one of the crosshair and background and then proceed with ENTER key.
- Show that your game will not start until intro effect finishes.
- Show that cursor is changing with crosshair, and it returns normal after moving the mouse out of the window and returning to crosshair when it is in the game window.

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- Narrate and play each level until to the finish and start again from first level by pressing the enter key.
- Show that playing again from the end of the game does not plays the sound effect again.
- Play each level again and press the ESC key to return to the title screen.
- Start the game with different crosshair and background (if your game could not be succeeded from the step above, just close the game and open it again).
- Play the game and lose one of the levels, then press ENTER to play again.
- Play the game and lose one of the levels, then press ESC to return to the title screen.
- Show that your game cannot shoot after each situation (end of level by success or fail, end of the final level), you do not have to show it separately, it is enough to show it during the game play at the steps above, it is also enough to show it during the game play for the following steps. (Until (1) finishes)
- Show the sound effects of the game (rifle, game over, game win, level complete, duck is hit and falling etc).
- Show that ducks are reflecting while they hit to the edges (or corners), you must show each reflection for each duck.
- Show that ducks are getting in between background and foreground objects.
- Show that one rifle can hit more than one duck.
- Show that continuing to the next level (or starting again, exiting etc.) stops the sound effect at the end of the level immediately.
- Show the texts during game play (flashing and steady ones).
- Show necessary keyboard button interactions if there is something not mentioned.
- Show the flying animation of all the ducks in all orientation.
- Show the falling animations of all the ducks. ((1) finishes here)
- Show the scaling works by scaling up and down. Play the game for a while to show that every part of the game is scaled.

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- Show that adjusting volume changes volume of the game (I know that it is nearly impossible, but it is enough to narrate and record it, so, it is just enough to show it as I will test it again at my locale), you can do this at the same time while you are showing the scale factor for the sake of saving the time.
- Close the game and show that contents are still the same by ls -lR (Unix (MacOS, Linux etc.) or dir -S (NT (Windows)))

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