FPGA Hunt Checkoff List

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1   Zapper/Hardware - Fareed

- Mouse coordinates from PC are correctly sent to labkit

- Zapper module correctly interprets these coordinates and outputs them to Game Logic

- Mouse click from PC is correctly sent to the labkit

- Zapper modules interprets this as a trigger and outputs to the gaming logic

- Other necessary keystrokes from the pc are sent to the labkit

- These keystrokes are interpreted as desired for extra functionality and sent to labkit

2   Game Logic - Peak

2.1   Creatures

- Demonstrate all creature types have unique movement patterns

- Demonstrate creatures change status when shot

2.2   Shooting

- Demonstrate score updates correctly for each type of enemy destroyed

2.3   Transitions

- Demonstrate trigger events such as destruction of an enemy correctly transition to the next scene/level

- Demonstrate correct loading of new creatures/background upon new scene/level

2.4   If Time Permits...

- Demonstrate varied sound selection in different scenes/levels

- Demonstrate sound selection for creature hit/gun fire sound

- Demonstrate support for player health/ammo

- Demonstrate certain creatures shooting back

3   Graphics - Pete

3.1   Animated Objects

- Grab position and status information from GLU populated env. list and recreate objects on screen

- Show between 2-4 sprite animation for flying goose

- Show sprite animation changes for change in status (i.e. goose is shot)

- Show sprites are drawn over background graphics

- Show that up to 8 animated objects can be on screen at once

3.2   Background Objects

- Show that background objects are drawn below other objects

- Show animated backgrounds (by position, not necessarily by sprite anim)

3.3   If time permits

- Show dynamic animated FX for background objects

- Allow animated objects to spawn other animated objects (goose –¿ feathers)

- Implement animations for other animated creatures (aliens, flying pigs etc..)

- Implement pseudo 3d animations (goose falls and hits screen when shot)

- Implement a change in background based on game time (lighting changes)