

Project Checklist

Stuff we need in order to have not failed completely (The Commitment)

- Basic Pacman FSM (R)
- Interesting Graphics (not just squares) (K)
- Two player controls (R)
- Powerups (K/R)
- Basic Enemies AI (K)

Stuff we need in order to succeed (The Goal)

- Game Menu (R)
- Easter Eggs (K)
- More sophisticated enemy AI (not random motions) (K)
- NES Controllers (R)

Stuff we need in order to be awesome (The Stretch Goal)

- Level Builder wall placement (All)
- Level Builder powerup placement (All)
- Advanced power ups (All)