

Check List for the Kwala Electronics Project

Base-line Goals:

- Player and character images displayed
- Images change with change of character states
- Correct positioning of character images
- Functional game finite state machine
 - Correct player movement
 - Correct villain states
 - Reasonable scoring
 - Functional collision detection

Expected Goals:

- Working game with complete character states and different levels.
- Completely working graphics for one game.
- Working music for one game.
- Background image display.

Stretch Goals:

- Using a NES Controller for player input
- Sound effects for collisions in the game
- Saving and displaying player highscores
- Smoothing out character movements, pixel transitions, sprite extrapolation
- Another game with at least graphics working