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)