

Escape Room Project Checklist

Unit 3 Project, ICD20

Programmer:	
Game Setting:	

Check off the items that are complete. If it is missing, add it, then check it off.

A. Opening Screen

- Picture or a Background
- Title of the Game
- Author of the Game
- Button that leads to Instructions
- Button that leads to Game
- Screen is visually appealing

B. Backstory Screen

- Instructions
- Pictures
- Backstory to the game
- Spelling and grammar are correct
- Interesting story
- Detailed story
- Button that leads to Game
- Consistent look to screen
- Button is same colour as splash screen
- Text is same colour as splash screen

C. Task 1: What?

- Title of the Game
- Story continues
- Instructions are provided
- Clear prompts on screen
- Score (if needed)
- If there are turns, a space for the turns
- Widgets needed for Game
- Pictures needed for the Game
- Button to lead to Instructions screen
- Good ids for the game widgets, score and turn pieces.
- Button is same colour as splash screen
- Text is same colour as splash screen
- Theme maintained.
- Same look as splash screen

1	2	3	4	4+
Simple No lfs	Simple lfs	Complex as class	Complex, altered OR own	Complex own

D. Task 2: What?

- Title of the Game
- Story continues
- Instructions are provided
- Clear prompts on screen
- Score (if needed)
- If there are turns, a space for the turns
- Widgets needed for Game
- Pictures needed for the Game
- Button to lead to Instructions screen
- Good ids for the game widgets, score and turn pieces.
- Button is same colour as splash screen
- Text is same colour as splash screen
- Theme maintained.
- Same look as splash screen

1	2	3	4	4+
Simple No lfs	Simple lfs	Complex as class	Complex, altered OR own	Complex own

E. Task 3 : What?

- Title of the Game
- Story continues
- Instructions are provided
- Clear prompts on screen
- Score (if needed)
- If there are turns, a space for the turns
- Widgets needed for Game
- Pictures needed for the Game
- Button to lead to Instructions screen
- Good ids for the game widgets, score and turn pieces.
- Button is same colour as splash screen
- Text is same colour as splash screen
- Theme maintained.
- Same look as splash screen

1	2	3	4	4+
Simple No lfs	Simple lfs	Complex as class	Complex, altered OR own	Complex own

F. Winning Screen (Conclusion)

- Title
- Picture
- Button that leads back to the backstory screen to play again
- Button is same colour as splash screen
- Text is same colour as splash screen
- Theme maintained.
- Same look as splash screen

G. Extra Features

* aim to have 5 of the Extra Features

- Extra Task - onEvent: _____
- Extra Task - onEvent: _____
- Extra Task - onEvent: _____
- Own Game - onEvent: _____
- Own Game - onEvent: _____

- Set Property - onEvent: _____
- GetText - onEvent: _____
- HideElement - onEvent: _____
- ShowElement - onEvent: _____
- Clear Buttons - onEvent: _____

- Radio Button - onEvent: _____
- Checkbox - onEvent: _____
- Slider - onEvent: _____
- Drop Down - onEvent: _____
- TextInput - onEvent: _____

- List - onEvent: _____
- Function - onEvent: _____
- Timer - onEvent: _____
- Animation - onEvent: _____
- Typewriter (slow printing)
- onEvent: _____

H. Comments

- (a) Title comments
 - Name (at top)
 - Date (at top)
 - Purpose (at top)

- (b) Subtitles
 - Introduction subtitle -----
 - Task 1 subtitle -----
 - Task 2 subtitle -----
 - Task 3 subtitle -----
 - Ending subtitle -----

- (c) Code Comments
 - Comments before timers to explain when they run
 - Comments before complex ifs
 - Comments before functions
 - Comments before sections of code (eg sudoku blocks) to explain
 - Comments continue to halfway point
 - Comments continue to end of code