

COMP 310 Final Project Check-off List: GAME CLIENT

COMP 310 Staff (table leader): _____

Names/NetIDs:	Win	Mac	Lin	x86	x64
Client: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Server: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Basic Chat Room Functionality with Teammates:

	Works	Partial	Doesn't work	Notes
1. Connect to game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
2. Join team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
3. Multiple players in team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
4. Send text message	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
5. Receive text message	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

Basic Game Functionality:

	Works	Partial	Doesn't work	Notes
1. Start game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
2. Get operational Map	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
3. Get additional GUI elements	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
4. Game controls operational	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
5. Game progresses as intended	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
6. Map movement/navigation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
7. Win/lose, incl. notification	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

Additional Notes, including server-side errors: