bebug - God Mode bebug - Windowed / Fullscreen mode bameplay - Minimum of 10 fx game sounds implemented bameplay - 2 Playable Characters bameplay - 3 Particle Systems bameplay - 3 Particle Systems bameplay - 3 Quests bameplay - 3 Types of Enemies bameplay - 4 Dialogs bameplay - 4 Dialogs bameplay - 5 Types of Items						
Sameplay - Minimum of 10 to game sounds implemented Sameplay - 2 Playabib Characters Sameplay - 3 locations to visit Jameplay - 3 Particle Systems Sameplay - 3 Types of Enemies Sameplay - 3 Types of Enemies Sameplay - 3 Types of Enemies Sameplay - 4 Diagog						
Jameplay - 2 Playable Characters Jameplay - 3 Locations to visit Jameplay - 3 Particle Systems Jameplay - 3 Quests Jameplay - 3 Upes of Enemies Jameplay - 3 Upes of Enemies Jameplay - 6 Dialogs						
Sameplay - 3 locations to visit Sameplay - 3 Particle Systems Sameplay - 3 Quests Sameplay - 3 Quests Sameplay - 3 Types of Enemies Sameplay - 4 Dialogs						
Sameplay - 3 Particle Systems sameplay - 3 Quests sameplay - 3 Types of Enemies sameplay - 4 Dialogs						
Gameplay - 3 Quests Gameplay - 3 Types of Enemies Gameplay - 4 Dialogs						
Sameplay - 3 Types of Enemies Sameplay - 4 Dialogs						4
Sameplay - 4 Dialogs						
Companies C. Transport House						
sameplay - 6 Types of items						
Sameplay - 8 NPC Characters						
Sameplay - Battle System						
Sameplay - DUNGEON map with at least 3 map-puzzles						
Sameplay - First Boss						
Sameplay - Game must be completely playable with a gamepad						
Sameplay - Keyboard/Gamepad inputs						
Sameplay - Multi-control support (xbox - switch)						
Sameplay - Save / load state						
Sameplay - Screens and battle transitions						
Sameplay - Second Boss						
Sameplay - Third Boss and Final Boss						
Organization - A short trailer (under 2 minutes) to sell the game						
Organization - Assets loaded from one or multiple ZIP files						
Organization - Game should come on an installer						
Organization - GitHub Actions automated builds						-
Organization - GitHub Pages with some customization for the game						
Organization - The trailer embedded in Github Page						
II - All controls must support multiple states						
JI - Animated Menus						
JI - Buttons/controls fx						
JI - Custom font						
JI - Full screen mode selection						
JI - Implement a minimal menu system - player menu						
JI - Main game menu						
JI - Minimal menu to choose next player actions						
JI - Music & Fx sliders						
JI - PAUSE menu						
II - Vsync enabled						
II: Allow basic Items selection and usage						
JI: ANIM: Animated battle menu						
JI: ANIM: Animated main menu						
JI: ANIM: Animated options menu						
JI: ANIM: Animated pause menu						
JI: ANIM: Animated stats/inventory menu						
JI: AUDIO: Sound feedback for buttons and other controls						
JI: AUDIO: Sound feedback for the interface elements						
JI: Minimal menu to CONTINUE or RETURN to TITLE						