We have a side-scroll based game, and the game logic basically follows the plan --- The player has a certain health points, and a wave of enemies could cause damages to the players. The player can accumulate experience points and gain skills. There are obstacles on the map, and the player needs to find some golden balls. We have three levels as per plan and each level has its own game level design.

We also apply particles system, collision, sprite, polygon, physics and sound to the game, which complies with the plan.

A difference is that we do not adopt A\* algorithm because we found A\* is not suitable to our game (I mean, it is obvious that there is no place to use A\* in our game). However, we have a decision tree and a task system (the player needs to follow the hints and use the hints to kill the dragon).

In general, we are satisfied with the game and it has been a wonderful journey.