

The 6 potential game features are:

- real time game play
- physics engine
- collision detection
- concurrency
- networking
- artificial intelligence

Consider the following questions based on the game feature your group is discussing.

1. Are you using a library for your game features?
 - (a) If you are using a library which one did you choose?
 - (b) Why did you make this choice?
2. If you are not using a library how are you implementing the feature?
 - (a) What algorithm will you use?
 - (b) How does the algorithm work?
3. Is there anything else to discuss in relation to game features?

If there is anything you are worried about in your game design, then use any remaining time to discuss it.