# 1 - 6 Points

* Shapes
* Position, Rotation, Scaling
* Materials
* Cameras
* Lights
* Animation
* Collisions
  + Both the animated and non-animated karts are using collision detection.
  + Collisions with walls were turned on for each block using custom eval statements.
  + Had to make small bounding box for kart to fit through the shortcut
* Sprites
  + All the trees,
  + Mapped randomly
  + Input function gives diagonal points to put between
  + The crowd, plastered onto the side of the box
  + Took a very long time
  + Edited jumping speed
* Particles
  + On the coins, there is a particle generator with coin sprites
  + The particles have a lot of different properties
  + Are stopped using eval function when touched by kart
* Environment
  + SkyBox
  + Different prosperities were set
  + No infinite distance
  + Very large
* Shadows
  + Basic shadow generator
  + Shadows are mapped onto the ground from the sun
  + Shadows only come from kart

# 2 – 10 Points

* GUI and Events
* Sound and Music
* Blender

# 1 – 10 Points

* The “WOW” Factor