In my term project, I'll make a game similar to Terraria.

Because Terraria is a XNA based game, on mac I am not able to read any of its file, I'll just put down the features I think may be challenging.

I'll add the following features to it:

1. create attack combos and the more combos the user gets,

the more powerful his/her attack is. And reset after a while.

2. User may be able to collect various treasures from monsters.

and reuse them his/her to built things.

3. The things user built include

"Normal walls", nothing much, Stop user and monsters from walking through.

"anti- gravity walls" that user can walk on it as if it's ground.

"protecting walls" that automatically gather to become a cube around the user and walk with the user within a distance. And when the user reach out of its distance, it goes back to where it was.

"The Altar" when activated by user standing around and doing some stuff, it allows the user to go into bullet time. So everything besides the user slows down.

4. AI for monsters, know dodging

5. Basic info&inventory/game play switching

6. Hunting mode and Ninja mode