In terraria many of the features I mentioned in my technology demo are not really stated. However in terraria a extremely important idea is that users are able to build their own things in the shape they like. The users will be able to built up a heart shape, or like a house, or like anything they could think of. The walls I'll use are exactly like these.

Combo doesn't exist in terraira but I just think it'd be fun to add this feature in because user will attempt to kill all monsters in a shorter time.

In my game the graphics are not as well, and the background is rather plain than actually sunrise, sunset and moon. In terraria the world is rather huge and is stored in a dynamic library file, I'll not do that because my game is rather simple, there is no goal and just quit whenever you want. And then restart.