

Declaration of AI Usage

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No AI Tools Utilized

I, the undersigned, in line with LUT AI usage recommendations and policy (<https://elut.lut.fi/en/completing-studies/rules-and-regulations/ai-based-tools-policies>) hereby declare that no AI assistance or tools were used in the development of the contents of my final work of fundamentals of game development.

The points I request from the art what this work is.

Features (from original list)	Points
The game can be played, it does not crash, the player does not get stuck, etc.	2
The game has consistent and coherent visual look	2
The game has enemies that can be destroyed	2
The enemies have "some intelligence" (state machine is enough), (Clients first arrive end of the line and then wait in corrent places at the line)	3
There are some collectable items in the game (e.g. coins, ammo, guns, starts...)	1
The game area is bigger than just one screen	1
There are different menu and game scenes	1
The game has dynamic lightning (i.e. the lightning varies on different areas / times of the game)	3
Gamer can see how fast/good she passes the level/map	1
All the settings and game records (high score / TOP10, passed levels, etc) are stored in a save file(s)	2
There are various maps with increasing difficulty	2
Finishing something (eg. a map) unlocks something else (e.g. another map)	2
The music and sound effects are in balance	2
Music adapts to game situations (e.g. the health level is lower, music is more intensive)	2
The game has a real story unfolding while the gamer advances in the game	2
Total from original features	28
Own features	
Donut pickup, throw, catch system	3
Rocks, simple "inventory", different throw system	2
Cutscenes	1
Main menu gpu particle background	1

Total from original features	7
Total request	35