

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.

DUE TO THE GAME IS SLIGHTLY LARGER THAN 64 MB, THE CODE GRADE DOESN'T ACCEPT THE FILES. HERE IS LINK TO GITHUB REPO: <https://github.com/jepuli124/Artificer>

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