Feature List in order of difficulty:

15: High scores is saved on cloud (original game saved on disk)

15: Pathfinding A.I. for animals during hunting (original game had dumb A.I.). Have them run away from you if you are moving or just shot gun. Pathfinding will make the animal walk near bushes and vegetation when passive, but when evading they can sprint towards boarder of screen.

10: Add a pause and end hunting key bind for hunting sequence.

5: Sprites created on the fly. Change the color of clothes and skin color of your main character. Only seen in hunting but we can also make it visible in the paused frame at landmarks.

5: Closed caption for animals and potential powerup? pickup

5: Emergency button opens up an excel spreadsheet full of failing grades (In actuality this is representative of just your everyday pause and settings menu)

5: Debug with fps and all the fancy gizmos displayed.

5: Difficulty setting for hunting sequence and time departed

I was thinking the game could be more time based. Essentially most problems would be solved using in game time but the farther you get through the year the tougher it gets. The base game had this idea, but I have never been slow enough to reach December and most bad events happen based on terrain not the time of year. Things like hunting, trading, repairing wagons would take up more time but the farther you get through the year the harder it is to hunt, find water and generally not die. That way difficulty would be based is on how early you set out to travel (easy being May, medium being June, hard being July) and how much time events like hunting and resting take (easy being 1 day, medium 2, hard 3).

Total points: 65 (140 including all optional features)

Optional features (new features not in example list or not sure how to implement):

5: hit testing for cursor hunting controls. Implement a cursor-controlled hunting sequence and use hit testing for that.

10: Powerups during hunting like double shot, increased bullet speed, slow time, food bonus from animals etc.

15: Box2D. If we want we can make hunting more of a platformer and therefore implement physics (gravity, bullet trajectory), this is kind of like making an entirely different game but would thus add a lot more depth to gameplay

15: Turn at least two other hazards/events into small scale minigames, for instance a platformer to represent a buffalo stampede

15: Have other A.I. during hunting that are neutral and hunt as well, or ones that hunt you. Maybe have angry brits that attack you and peaceful French that hunt alongside you providing a little competition.

15: Level editor, customizing the hunting scenes