

Category	Title	Points	M1	M2	M3	M4	Initials
Game mechanic & content	Delay-agnostic design	10	10				
	Gameplay I	10		10			
	Gameplay II	10			10		ALL
	Gameplay III	10					
	Level editor	10					
AI	Random/coded action	5	5				
	State machine	10		10			
	Behaviour tree	10					
	Simple path finding	10			10		JC
	Swarm behaviour	10					
	Advanced decision-making	10					
	Cooperative planning	10					
Animation	Keyframe animation	5					
	Sprite animation	10	10				
	Free-form deformation	10					
	Articulated motion	10					
	Inverse kinematics	10					
	Complex prescribed motion	10					
Rendering	Textured geometry	5	5				
	Adaptive resolution	5		5			

	Debugging graphics	5			5	JC
	Parallax scrolling background	10	10			
	Advanced fragment shader	10		10		
	Advanced geometry shader	10				
	Light	10				
	Particle systems	10			10	LB
Software eng.	Observer pattern	10	10			
	Level loading	10				
	Save and reload	10		10		
	External integration	10			10	Y
	Advanced ECS	10				
	Multi-treading job system	10				
User Experience	Help	5	5			
	Tutorial	10			10	HW
	Story	10			10	WC
	Game balance	5				
UI and IO	Keyboard/mouse control	10	10			
	Camera control	5	5			
	Mouse gestures	10				YY
	Audio feedback	5		5		

Physics & Simulation	Basic collision detection	5	10				
	Collision Resolution	5		10			
	Precise collision	5					
	Non-convex collision	5			5		MI
	Precise physics	5		10			
	Constrained physics	5			5		MI
Assets & Quality	Graphics assets**	5	5	5	5	5	ALL
	Lag mitigation**	5	5	5	5	5	ALL
	Crash free**	5	5	5	5	5	ALL
	Memory management**	5			5	5	ALL
	Bug and feature fixes**	5		5	5	5	ALL
Custom Features	Project Management		10				
	Scene Management System		10				
	Multiplayer System		10				
	Advanced Scene System			10			
	Hand Gestures w/ OpenCV				5		YY
Total			125	100	105	25	