Category	Title	Points	M1	M2	M3	M4
Game mechanic & content	Delay-agnostic design	10	10			
	Gameplay I	10		10		
	Gameplay II	10			10	
	Gameplay III	10				10
	Level editor	10				
AI	Random/coded action	5	5			
	State machine	10		10		
	Behaviour tree	10				
	Simple path finding	10			10	
	Swarm behaviour	10				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		

		Est	T1	T2	T3	T4	
	Debugging graphics	5			5		
	Parallax scrolling background	10	10				
	Advanced fragment shader	10		10			
	Advanced geometry shader	10				10	LB
	Light	10				10	LB
	Particle systems	10			10		
Software eng.	Observer pattern	10	10				
	Level loading	10					
	Save and reload	10		10			
	External integration	10			10		
	Advanced ECS	10					
	Multi-treading job system	10					
User Experience	Help	5	5				
	Tutorial	10			10		
	Story	10			10		
	Game balance	5				5	WC
UI and IO	Keyboard/mouse control	10	10				
	Camera control	5	5				
	Mouse gestures	10				10	JC
	Audio feedback	5		5			

Physics & Simulation	Basic collision detection	10	10				
	Collision Resolution	10		10			
	Precise collision	10					
	Non-convex collision	10					
	Precise physics	10		10			
	Constrained physics	10			10		
Assets & Qualtiy	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 Mangement		10				
	Scene Management System		10				
	Multiplayer System		10				
	Advanced Scene System			10			
	Hand Gestures w/ OpenCV				5		
Total			125	100	105	80	