

The following examples only mention the technical game elements, the remaining milestone requirements are also expected to be satisfied.

Example: Passing Grade Technical Elements

Technical Elements:

- Rendering: 2D sprites with alpha blending.
- Assets: Sprites with static textures.
- Geometry: Rigid-body dynamics.
- Gameplay: Independent levels not responsive to user progress; npc entities behavior driven by hard-coded ifs; npc-boss behavior controlled by the same decision tree;
- Physics: Non-physical movement controls; Exhaustive collision detection with bounding boxes.
- Advanced: Limited-use particle system; A* path-finding.
- Audio: Few ambiguous sound effects; Background music on loop regardless of game state.

Example: Perfect Grade Technical Elements

Technical Elements:

- Rendering: 2D sprites with blending; 2D dynamic shadows and lighting effects; 2.5D camera.
- Assets: Sprites and 3D geometry with static textures; 2D skeletal animations.
- Geometry: Rigid-body dynamics; Elastic deformations;
- Gameplay: Progressive stateful levels; High-level goal-based decision making and task-specific decision trees for npc behavior.
- Physics: Momentum conserving controls and interactions; Pixel perfect collision detection with spatial structure acceleration;
- Advanced: Interactive particle system; Correlated particle dynamics; A* path-finding;
- Audio: Useful sound effects; Background music adapting to game and player state.