Nin Extras

Due: Nov 15 (with Nin II), 11:59 pm EST on GitHub

Each bullet point counts as a game requirement. Second-level bullet points count as an additional game requirement, but the requirement above them must be completed first.

You don’t need to implement all of these.

- Multiple levels that automatically load and transition as the player continues through the game.
- Make a destructible environment, such as breakable blocks.
- The player and enemies are drawn with sprites (and animations when appropriate) instead of vector graphics.
  - Use sprites for everything (no vector graphics).
- A non-trivial puzzle that must be solved in order to win the game or complete a level.
- Include multiple types of enemies.
  - Enemies use behavior-tree or GOAP AI instead of hardcoded behavior.
- Environmental traps, such as closing walls or collapsing ceilings.
- A polished graphical UI system for non-game elements such as menus, with at minimum an options screen with at least two gameplay/control options
- A polished HUD with multiple buttons or controls.
- Any other feature(s) you can think of! Just approve it with a TA! You can send us a message on slack.