Final Design

Due: March 15/16

The following is the point breakdown for possible engine-features:

- Data persistence - 1 point
- High score system - 1 point
- Advanced AI - 1-2 points
- Polished UI toolkits - 1-2 points
- Procedural content generation - 1-2 points
- Spatial acceleration data structures - 2 points
- Particles - 2 points
- Sound - 2 points
- Procedural terrain with collisions - 3-5
- Ellipsoid-triangle collisions - 3-4
- Navigation meshes - 3-5
- Embedded scripting - 3-5 points
- Skeletal animation - 3-5 points
- Deferred lighting - 4 points
- Collisions of convex polyhedra - 5 points
- Rotational physics for convex polyhedra - 5 points
- Other advanced graphics effects (shadows, toon shading, portals, frame/stencil buffer effects, etc...)\(^1\) - 1+ points
- Networking - 2-7 points

\(^1\)See the CS123 final project specification for more inspiration