# Game Requirements

1. The digital game shall have at least ***one 3D object that moves/interacts with other scenes and objects.***
2. The digital game shall have challenges with at least ***3 game mechanics*** ***with clearly defined level objectives*** such as hitting targets with weapons or tools to become a next level wizard.
3. The digital game shall have ***theatrics for each challenge or mechanic*** such as sounds, visual effects, rewards, or camera sophistication. Theatrics should be designed in with the team’s storyboards.
4. The digital game shall have a ***design level flow diagram, class diagram, and storyboards*** for team understanding.
5. The digital game shall introduce at least ***one novel design concept*** *that focuses on levels of immersion.*
6. The game shall support the player character shooting rockets at targets***.***
7. The game shall support a 360-degree aiming function while shooting rockets.
8. The game shall support the player character jumping over obstacles or enemies.
9. The game shall support enemies with abilities (shooting, flying, chasing)*.*
10. The game shall display the player’s score.