Minimum Project Requirements:

1. 4 Action delegates, 3 passing data
2. 4 coroutines
3. 2 Instances of Inheritance
4. 2 Instances of interfaces
5. 3 Uses of Polymorphism
6. 5 different Mono Behaviors
7. 2 lists using Add() and other methods
8. Use of Functions that Return values
9. Use of Functions with parameters
10. Use of Static Variables
11. Use of Static Functions
12. 2 Switch Statements
13. 2 Whiles loops
14. 2 For Loops
15. 2 Foreach Loops

Project Restrictions:

Points withdrawn for use of:

1. Scripts repeat without the use of functions or loops
2. Update more than once in the game
3. GameObject.Find or any related, or similar Methods
4. The use of “else if” more than once in an if statement rather than a switch statement
5. The use of tags instead of layers
6. Instantiate
7. Destroy
8. RayCasting or any related or similar Methods