Minimum Project Requirements:

4 Action delegates, 3 passing data

* 4 coroutines
* 2 Instances of Inheritance

2 Instances of interfaces

* 3 Uses of Polymorphism
* 5 different Mono Behaviors

2 lists using Add() and other methods

* Use of Functions that Return values
* Use of Functions with parameters
* Use of Static Variables
* Use of Static Functions
* 2 Switch Statements
* 2 Whiles loops
* 2 For Loops
* 2 Foreach Loops

Project Restrictions:

Points withdrawn for use of:

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