Must have

* 3D animated models
* 3D Models
* Animated textures
* Dumb enemy
* Smart enemy
* Highscore
* Power ups
* Waterslides, water blasters and fountains
* Pre generated boss room with own view and tactics
* FPS independent
* Use unity’s physics
* Create a user interface

Should have

* Procedurally generated textures
* Smart boss
* Data analysis
* Gamer accounts
* Server for storing data
* Dynamic difficulty

Could have

* Particle systems
* Audio effects
* Consciousness in the level
* Local multiplayer

Won’t have

* Online multiplayer
* No console gameplay
* No A+ graphics