Project 2 Form

Team Members

Name	Student Id

Feature List - Effort Points - min. 12 points

Please mark the features you have implemented in your game (Write a "**yes**" in the "**Done**" column or leave it empty). If you have features that aren't listed, list them yourself in the last table. Features are rated with effort-points. 1-Point features give you 1 effort point, 2-Point features give 2 effort points and so on.
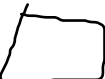This will give you an overview on how much content is expected and makes grading easier for us. Thank you!

Your project should have content in the amount of at least **12** effort-points. You don't need to do everything.

1-Point Features

Feature	Done
Player Movement Basic player movement (e.g., WASD or mouse for movement, rts- styled movement also counts).	✓
Physics Interaction Using Unity's physics for objects like pushable boxes or destructible items or for queries.	
Simple Scoring System A simple system that increases score based on player actions or collected items.	
Singleton Managers Coding of a manager with the Singleton pattern.	
Pooling Implemented pooling logic for projectiles or other objects.	
Collectible Items Items the player can collect, such as coins or power-ups.	
Using Audio At least 1 sound effect and one soundtrack/music piece *Footsteps*	

Custom Shaders At least one shader custom made via shadergraph or written in a shader language.	
Particle effects Using Unity's Shuriken or VFX Graph system. *Sprinting*	
Post Processing Use of at least 2 post processing effects.	
Proper main menu and in game menu Together with scene switch functionality.	
~~**Basic Enemies**~~ Enemies that can move and/or damage the player.	
Save/Load System Ability to save/load the progress or a list of highscores.	
~~**Combat system**~~ Some kind of combat with melee or missile weapons.	
Terrain and Foliage Use of unity 3D terrain together with bushes and trees.	
Resource system A system that keeps track of certain resources with a method to earn and to spend them (e.g. gold, energy)	

(Handwritten margin notes: "S", "M", "A")

2-Point Features

Feature	Done
2D/3D animated character integrated into the game with an animation state machine The animation and character can be assets from the internet	
Basic NPC Interaction Simple dialogues or reactions when the player interacts with NPCs.	
Self-made sprites 2D sprites created by yourself	
Self made sounds Sounds recorded by yourself or made using synthesisers	
Finite state machine Created a finite state machine for AI or for the player controller with at least 3 states	
Inventory system Some system that allows the player or other actors to get and remove items from inventory	
Local Multiplayer Allow for the game to be played by two players on the same machine. Realtime or Turn-based	
Skill tree/ Upgrades Some way of upgrading or unlocking certain skills or game mechanics	

3-Point Features

Feature	Done
Advanced Player Movement At least 2 extra features like dashing, sprinting, wallrunning, climbing, etc…	
Self made sprite animations 2D sprite animation created by yourself, at least 4 different frames overall per game	
Use of inverse kinematics or other procedural animation It's ok to use assets for that	
Self made 3D-models 1 Character model or at least 3 props in a modeling software of your choice, we recommend Blender.	
Self made 3D animations Skeletal animations keyframed by you	
Self made music Music made in a music software of your choice	
Multithreading Using C# threads or the Unity Job system	

4-Point Features

Feature	Done
Procedurally generated environment Environment/Dungeon/Maze generated with an algorithm. Must be able to create more than 1 viable result when run with different parameters.	
AI with a more complex architecture Behavior tree, utility system, planning etc…	
Networking Have some form of online multiplayer	

Additional features and assets

Feature / Asset

(Optional) Sharing the game

This is voluntary and doesn't influence the grade. You can host your game on itch.io or on another website and we will share it with this year's and the following years classes.

Itch io link:	

Sharing this game (check one option):

( )   I/we don't want to share this game

( )   I/we want to share the game without listing our names

( )   I/we want to share the game and list our names

( )   I/we want to share the game and only list the following names: …

To be filled out by the teacher

Your project should have content in the amount of at least **12** effort-points.

1-Point	2-Point	3-Point	4-Point	Extra	Total