- A full 3D scene including different spaces, configuration, textures and lights (**2.5pts**);

- A start screen with a ‘Start’ button and an end screen with top scores and players (**1 pts**);

- A **Head-Up Display** with current score(quantos inimigos foram mortos), lives, map, and inventory(balas) (**1 pts**);

- Game objects that illustrate different types of collisions (**4.5 pts**):

* Character control: destroy/pick up objects, push objects (**1 pts**);
* Change the environment of the scene based on trigger events (OnTriggerEnter/Stay/Exit). Examples include turn the lights on/off, change textures, and so forth (**1 pts**);
* Have autonomous objects that move in a space defined by a collider (**1.5 pts**); (Monstrinho)
* Have static “enemies” that shot projectiles towards the player (**1 pts**); (Turrets)

- Game mechanics need to fulfil the following requirements (**2 pts**):

* Update score, inventory, and lives based on game elements, such as picking up objects, shooting targets, being shot, etc. (**1 pts**);
* When the player loses or reaches the end of the game, it should display an end screen with the player’s score(?) (**1 pts**);

- Visual effects using/programming shaders : read Exercise 7 carefully (**7pts**)

* Bump Mapping(?); Environment Mapping, Lens flare (**1,5 pts**);
* Particle systems to convey smoke, fog, fire, explosion, etc. (**1.5 pts**) [Dust, lava]
* Global Illumination effects (**2.5 pts**)
* High-Dynamic Range (HDR) bloom (**1.5 pts**).

- Extra functionalities, such as other global illumination visual effects, higher level of creativity and complexity on game mechanics, etc. (**2 pts**);