

# Project 1 Form

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## Feature List

Please mark the features you have implemented in your game (Write a “yes/✓/✗” in the “Done” column or leave it empty).

### Base Requirements

Feature	Done
<b>Core Gameplay Loop</b> Recreate one of the 3 assigned gameplay loop examples or your own similar idea.	DONE
<b>Main Menu</b> A main menu scene with at least 2 buttons to play and exit the game.	DONE
<b>Pause Menu</b> Can pause the game and resume/quit.	DONE
<b>Audio</b> At least 1 sound effect and 1 soundtrack/music piece.	DONE
<b>Difficulty Scaling</b> The game gets progressively harder in some way.	DONE
<b>Highscore System</b> Saves the highscores on the device.	DONE
<b>2D/3D animated character integrated into the game with an animation state machine</b> The animation and character can be assets from the internet.	DONE
<b>Custom Shaders</b> At least one shader custom made via shadergraph or written in a shader language.	DONE
<b>Physics Interaction</b> Using Unity's physics to detect collisions or for objects like pushable boxes or destructible items.	DONE

**Additional features and assets (write down if you have done anything extra)**

Feature / Asset