

Project 1 Form

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