**Requirements for BAFTA entry - Graphics**

-Player model with: speech animation, speech bars, health bars and movement animations

-Enemy boss model with speech animation, speech bars, a health bar and movement animations

-Vehicle model with movement animation and a health bar

-Backdrop model with a smooth transition – animated

-Obstacle models including waffle missile, walls and shields

**Requirements for BAFTA entry – Code**

-Code for a moving backdrop

-Enemy boss AI:

-If below 50% HP, more aggressive, faster attacks

-Charging every 10 – 20 seconds and firing every 2-5 seconds

-HP bar and variable

-Vehicle:

-moving across the y-axis with 3 total assets (up, down, stationary)

-Shooting animation (1 missile asset moving across x-axis)

-Hit marker asset implementation and vehicle HP (+ bar)

-Player:

-HP bar and variable

-movement code (x-axis and y-axis (jumping))

-Idle code (2 assets)

-Speech Code (2 assets)