Phase II: Core Programming: Each feature will need to be implemented to complete the requirements for the Game Developer Certification. If you need help or get stuck on a feature, you can post for help on the community page under Unity Support. You will need to complete 20 out of 28 points to be eligible for the Game Developer Certification.

Each feature that you implement **must** be version controlled. After completing the feature, be sure to make a **commit**. If you fail to commit your project after each feature, your submission will take an extended period of time to review.

We should introduce enemies that emulate each of the boss's powers so they learn.
Add speech from control and/or the fleet.

2 DONE	New Enemy Movement Sin wave across screen.	● Enable the Enemies to move in a new way, either from side to side, circling, or coming into the play field at an angle.
2 DONE	Player Ammo	● Visualize on screen the ammo count of the player in the form of current/max
2 DONE	Wave System	● Implement wave sequencing of enemies with more enemies coming each wave.
2 DONE	Negative Pickup "Blackhole" anomaly that slows player--use Ring GFX to dark purlpe?	● Create a powerup that negatively affects the player.
2 DONE	New Enemy Type DONE--Add bombs to Sin Fighter. DONE--Null Scout comes in at an angle, hovers, and leaves straight up. Repeats. DONE--This enemy shoots a "null ray" that destroys power-ups and deactivates the player's power-ups.	● Create enemy types that can fire & damage the player ● Create enemy type with unique projectile. (ie. Laser beam, heat seeking, etc) ● Unique Movement Behavior (zig-zag, wave, etc)

2 DONE	Balanced Spawning	● Create a balanced spawning system between Enemies & pickups ● Ie. Pickups like Health should be rare, where ammo is frequent
2 DONE	Enemy Shields	● Provide logic for some enemies to have shields ● Shields allow the enemies to take 1 free hit.
2 DONE	Aggressive Enemy Type Bulky ramming ship, rotates toward player and rams after a short delay	● Create the functionality to support enemy aggression ● If an enemy is close to a player, the enemy will try and "ram" it.
2 DONE	Smart Enemy	● Create an enemy type that knows when it's behind the player, and fires a weapon backwards.
2 DONE	Enemy Pickups	● If a pickup is in front of an enemy, the enemy will fire its weapon at the pickup to destroy it before the player can get it.
2 DONE	Pickup Collect	● When the 'C' key is pressed by the Player, Pickups quickly move to the player.

2	DONE	Enemy Avoid Shot	● Create an enemy type that can avoid the player's weapon ● When you fire a shot, the enemy should detect a shot in range and try to avoid it.
2	DONE	Homing Projectile	● Create a homing projectile that seeks the closest target. ● Turn into a rare powerup
2		Boss AI Multiple target areas. Has "search light beam" that slows player movement. A mecha-beholder? (no mouth) The central eye constantly disables power-ups.	● Create a final wave that includes a boss at the end. ● Moves down the screen to the center and stays there. ● Unique attacks towards the player

The side pods must decide which is more important; avoiding player fire or shooting power-ups that are raining down. While mhealthy, power-ups, when hurt, avoid being hit. And the opposite AI for the other side!