**Scene setup**

|  |  |  |
| --- | --- | --- |
| (G) | Only play scene is required |  |
| (VG, small) | Add main menu (start) scene and game over scene |  |
| (VG, medium) | Implement Pause menu and settings menu |  |

**Turn based game**

|  |  |  |
| --- | --- | --- |
| (G) | You can have two players using the same input device taking turns |  |
| (VG, large) | Support up to 4 players (using the same input device taking turns |  |
| (VG, large) | Implement a simple AI opponent. |  |

**Terrain**

|  |  |  |
| --- | --- | --- |
| (G) | Basic Unity terrain or primitives will suffice for a level |  |
| (VG, large) | Make the terrain have at least 3 dynamic elements (moving platforms, trampolines, etc) |  |

**Player**

|  |  |  |
| --- | --- | --- |
| (G) | A player only controls one worm |  |
| (G) | Has hit points |  |
| (G) | Implement a custom character controller supporting movement and jumping |  |
| (VG, small) | A worm can only move a certain range |  |
| (VG, medium) | A player controls multiple worms |  |

**Camera**

|  |  |  |
| --- | --- | --- |
| (G) | Focus camera on active player |  |
| (VG, small) | Camera movement |  |

**Weapon**

|  |  |  |
| --- | --- | --- |
| (G) | Each worm can use a weapon to fire at the other worms |  |
| (VG, small) | the weapon can have ammo and needs to reload |  |
| (VG, medium) | Pickups  ▪ Spawning randomly on the map during the play session  ▪ Gives something to the player picking it up, I.E health, extra ammo, armour etc |  |

**Miscellaneous**

|  |  |  |
| --- | --- | --- |
| (VG, medium) | Battle royal, danger zones that move around on the map after a set amount of time |  |
| (VG, medium) | High score that is persistent across game sessions |  |