Remarks on the project description based on the frequently asked questions.

Make sure you do these points in your project:

1. Two levels: This means that there are two different environments including different objects, obstacles, goal ... etc.

2. Two cameras: There are two different cameras and two buttons to switch between the two camera views. One for the first person camera and one for the third person.

3. Since it's a game, the score calculations are displayed on the screen.

4. Generation of animations with every user interaction: Every user interaction including collecting an object or colliding with an obstacle or any other interaction. There will be either a sound with every interaction or animation applied to the player. For example, the player jumps up and down or any other effects are applied.

5. The light: make sure you have light effects and light animations. Light effects mean that you have to change the color of light based on your theme.
   Light animations include applying any transformations on the light sources.