Project name: Alien UFO Abduction🛸

The goal of this project is to develop a 3D interactive game where the player controls a UFO that must abduct humans from the ground using a tractor beam, while navigating around an environment.

Features:

1. **UFO (Player Control):**
   - A flying saucer model (torus + dome).
   - **Movement:** forward, backward, rotation.
   - Smooth bobbing animation to simulate hovering.

2. **UFO Landing+Animation:**
   - Ufo can land on the ground. When it lands a light effect will reflect inside also when it starts to go up the light effect will glow up.

3. **Tractor Beam (Abduction Mechanic)**
   - A visible translucent cone of light(yellowish but not solid color opacity will be +/- 50%) when activated (by pressing **a key**).
   - Humans inside the beam are gradually lifted upward into the UFO.
   - Each successful abduction increases the player's **score**.

4. **City Map:**
   - A basic city map will be added where humans, roads, trees, buildings will be generated randomly.

5. **Map Limitation:**
   - Map will be open world map(infinite)

6. **Magic box:**
   - A magic box/item will appear randomly in the map
   - Magic box might give power up or trap(like bomb/granate)
   - If a magic box is a trap it might contain something which will affect the beam.

7. **Beam limitation:**
   - Every beam will have a cooldown time

8. **Enemies:**
   - Soldier and tank will spawn randomly
   - Soldier will have weapon like guns or rocket launcher
   - If a bullet/ rocket hits the ufo health will decrease
   - Rocket launcher will take longer time to shoot also limited rockets; it will damage more than guns

9. **Health bar:**
   - The health bar will be like the battery symbol we see in button phones.

10. **Camera Sheak:**
    - When a UFO is hit by an enemy bullet → screen shakes briefly.

11. **Progression System:**
    - Each level increases:
      - Number of humans.
      - Enemy difficulty (faster bullets, more soldiers).
      - UFO abilities unlocked at higher levels.

12. **Visual:**
    - Restart, resumes, exit buttons like assignment 2

13. **Statistics Screen:**

    End of game shows:

    - Total humans abducted, Time survived, Total bullet damage