1. ~~Create a Game IE Sides-scroller, Top-down or Determined by the instructor (demonstrated by instructor)~~
2. Add more features to the game (Demonstrated by instructor)
3. Add gameplay (Demonstrated by instructor)
4. Add advanced gameplay (Demonstrated by instructor)

The project must contain:

1. ~~Use of GitHub 40+ commits~~
2. ~~Use of GitKraken~~
3. ~~Scripts as Behavior Components~~
4. ~~Conventions and Syntax~~
5. ~~Variables (Fields and Parameters)~~
6. Arrays
7. ~~Data Types~~
8. ~~Void Functions~~
9. ~~Return Functions~~
10. ~~Functions with Parameters~~
11. ~~Classes~~
12. ~~Scope and Access Modifiers~~
13. ~~IF Statements~~
14. ~~Else Clause~~
15. ~~Switch Statements~~
16. ~~Enumerations~~
17. For Loops
18. Foreach Loops
19. ~~While Loops~~

Unity Component Requirements:

1. ~~Character Controller~~
2. ~~Triggers/Colliders~~
3. ~~Navmesh~~
4. ~~UI~~
5. ~~Particles~~
6. ~~Prefabs~~

Game Mechanics Requirements:

1. ~~PowerUp/Downs~~
2. ~~Health~~
3. ~~Character Movement~~
4. ~~State Machine~~
5. Instructor Choice

Grading will be based on:

1. Work ethic
2. Problem solving
3. Completion of the project with all requirements

Submit your github.com URL with the project to Canvas