

	Max Score	Alexandre	Guillaume	Guyllaume			
<b>Final Project - ROR2 clone</b>							
<b>Player</b>							
Caching of appriate values							
Movement							
Player moves with force or RM		x					
Player uses Input		x					
Has speed variable		x					
Player has a max speed		x					
Player moves in correct direction		x					
Can Jump		x					
Must be grounded to jump *		x					
Can jump higher by holding							
Correctly normalized		x					
Camera							
3D person view of player		x					
Camera can rotate		x					
Camera can look up and down		x					
Cursor graphic		x					
Cursor lock		x					
Player can aim		x					
<b>Health System</b>							
Player has hp		x					
Player dies when hp is empty		x					
Menu for restart popup when dead		x					
Weapon							
Can shoot in mouse direction		x					
Can damage enemy		x					
Has rate of fire		x					
Has range		x					
Has visible graphic		x					
Shooting sound		x					
Raycast		x					
Animations							
Match movement (not perfectly)		x					
Blend Tree		x					
Animator		x					
Death animation		x					
Avatar (mixamo) aimation		x					
Passives							
Spawn when monolith dies		x					
randomly spawns in sky to fall to map		x					
Augments players stats		x					
Pickup on touch		x					
Shows in hud		x					
Can infinity stack		x					
<b>UI</b>							
HUD							
Shows HP		X					
Shows passives   abilities		x					
scalable with screen		x					
Main Menu							
Main menu		x					
Start button		x					
Settings button		x					
Main menu music		x					
Settings has at least 3 settings		x					
Settings transfers to game		x					
scalable with screen		x					
Scene change		x					
<b>Enemy</b>							
Enemy Monolith							
Caching resource loads		x					
Spawn random position in sky		x					
Crash down and root into ground		x					
Spawn chosen enemy time over time		x					
Can be destroyed		x					
At least one around		x					
Growing effect							
Enemy Unit (Land)							
Caching of appriate values		x					
Animates		x					
Uses navmesh		x					
Chases players in range		x					
Touch player to hurt them		x					
Can be killed		x					
Enemy Unit (Flying)							
Caching of appriate values							
Uses MoveTowards							
Chases players in range							
Range attack player							
Can be killed							
<b>World</b>							
Terrain tool		x					
Textures		x					
Lighting		x					
Pro-builder		x					
Trees		x					
Wind		x					
Baking (static)							
<b>Organization</b>							
Header		x					
Range		x					
RequireComponent		X					
Tooltip		x					
System.Serializable class		X					
Enum		x					
HideInInspector		x					
<b>Misc</b>							
One particle system		x					
Avoided magic numbers							
Layers		x					
Tags		x					