

	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		X					
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		X					
Uses MoveTowards		X					
Chases players in range		X					
Range attack player		X					
Can be killed		X					
<b>World</b>							
Terrain tool		X					
Textures		X					
Lighting		X					
Pro-builder		X					
Trees		X					
Wind		X					
Baking (static)		X					
<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		X					
Layers		X					
Tags		X					