	Max Score	Alexandre	Guillaume	Guyllaume		
Final Project - ROR2 clone						
Player						
Caching of apprioate 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				
Health System						
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 infinitly stack		x				
UI						
HUD						
Shows HP		X				
Shows passives || abilties		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				
Enemy						
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 sound		x				
Glowing effect						
Enemy Unit (Land)						
Caching of apprioate values		x				
Animated		x				
Uses navmesh		x				
Chases players in range		x				
Touch player to hurt them		x				
Can be killed		x				
Enemy Unit (Flying)						
Caching of apprioate values		x				
Uses MoveTowards		x				
Chases players in range		x				
Range attack player		x				
Can be killed		x				
World						
Terrain tool		x				
Textures		x				
Lighting		x				
Pro-builder		x				
Trees		x				
Wind		x				
Baking (static)						
Organization						
Header		x				
Range		x				
RequireComponent		X				
Tooltip		x				
System.Serializable class		X				
Enum		x				
HideInInspector		x				
Misc						
One particle system		x				
Avoided magic numbers						
Layers		x				
Tags		x				