**Game Rules**

1. Create a playing field using a plane. Add some floors, obstacles and endless pits to make it an interesting level. Use primitive shapes only.
2. Create some enemy characters that move toward the player until they are at a certain target distance from the player. This target distance should be the same for all enemies and should be stored in a Scriptable object. Whenever an enemy reached this target distance, it has acquired a target lock on the player.
3. Use the character model for your enemies but change one or more details (like the colour). Don’t try to make the enemies too intelligent, they don’t have to move around obstacles or avoid endless pits.
4. The level must contain at least two moving platforms capable of transporting players and enemies. One platform should move in horizontal direction (global x- and/or z-axis) and one in the vertical direction (global y-axis).
5. The player should be able to shoot rotating cubes that disappear after a couple of seconds. There can by only three rotating cubes in the game at any one time (to prevent the player creating an endless stream of cubes).
6. When a cube hits an enemy, the enemy should be pushed back by the impact of the collision and this cube should be destroyed.
7. After being hit by three cubes, the enemy should be destroyed.
8. As soon as an enemy acquires a target lock it stops moving towards the player and creates a gravity inversion field at the current position of the character. Use a capsule collider to represent this inversion field.
9. As long as a character is inside this volume, its gravity is inverted. You may choose whether you want the enemies to be affected by the inversion field or not.
10. After a couple of seconds the gravity inversion field disappears and the enemy that created this field starts moving to the player again.

**Other Requirements/Remarks**

* Use a RigidBody for player and enemy movement. You can use forces and/or MovePosition and MoveRotation to move and rotate your player and enemies.
* Do not use a CharacterController for player and enemy movement
* Use a ScriptableObject to define the target distance to the player and the duration of the special attack.
* Make sure to use Update and FixedUpdate correctly.
* Your Game Object Hierarchies should not have more than one RigidBody (probably on the top most parent object).
* Static collider (GameObjects with a collider and without a RigidBody) should not move.
* Even though your characters might have game object hierarchies, use only one, simple collider for each character.

Done

Player should be able to shoot

Gravity inversion field