

**Phase I: Framework:** Each feature will need to be implemented to complete the requirements for the Game Developer Certification. If you need help or get stuck on a feature, you can post for help on the community page under Unity Support. You will need to complete 20 out of 24 points to be eligible for the Game Developer Certification.

Each feature that you implement **must** be version controlled. After completing the feature, be sure to make a **commit**. If you fail to commit your project after each feature, your submission will take an extended period of time to review.

Points	Feature	Description
3	Thrusters	<ul style="list-style-type: none"><li>• Move the player at an increased rate when the 'Left Shift' key is pressed down</li><li>• Reset back to normal speed when the 'Left Shift' key is released</li></ul>
3	Shield Strength	<ul style="list-style-type: none"><li>• Visualize the strength of the shield. This can be done through UI on screen or color changing of the shield.</li><li>• Allow for 3 hits on the shield to accommodate visualization</li></ul>
3	Ammo Count	<ul style="list-style-type: none"><li>• Limit the lasers fired by the player to only 15 shots.</li><li>• When the player is out of ammo, provide feedback through on-screen elements or sound effects. (ie: beep or ammo count displayed on screen)</li></ul>

3	Ammo Collectable	<ul style="list-style-type: none"> <li>• Create a powerup that refills the ammo count allowing the player to fire again</li> </ul>
3	Health Collectable	<ul style="list-style-type: none"> <li>• Create a health collectable that heals the player by 1. Update the visuals of the Player to reflect this.</li> </ul>
3	Secondary Fire Powerup	<ul style="list-style-type: none"> <li>• Create a new form of projectile. You should already have a triple shot. Include something new from multi direction shot, to heat seeking shots, etc.</li> <li>• Replaces the standard fire for 5 seconds.</li> <li>• Spawns rarely</li> </ul>
3	Thruster: Scaling Bar HUD	<ul style="list-style-type: none"> <li>• Create a UI element to visualize the charge element of your thrusters.</li> <li>• Cool Down System required.</li> </ul>
3	Camera Shake	<ul style="list-style-type: none"> <li>• When the player takes damage, provide a subtle camera shake.</li> </ul>