Phase II: Core Programming: 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 28 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.

2	New Enemy Movement	● Enable the Enemies to move in a new way, either from side to side, circling, or coming into the play field at an angle.
2	Player Ammo	● Visualize on screen the ammo count of the player in the form of current/max
2	Wave System	● Implement wave sequencing of enemies with more enemies coming each wave.
2	Negative Pickup	● Create a powerup that negatively affects the player.
2	New Enemy Type	● Create enemy types that can fire & damage the player ● Create enemy type with unique projectile. (ie. Laser beam, heat seeking, etc) ● Unique Movement Behavior (zig-zag, wave, etc)

2	Balanced Spawning	● Create a balanced spawning system between Enemies & pickups ● Ie. Pickups like Health should be rare, where ammo is frequent
2	Enemy Shields	● Provide logic for some enemies to have shields ● Shields allow the enemies to take 1 free hit.
2	Aggressive Enemy Type	● Create the functionality to support enemy aggression ● If an enemy is close to a player, the enemy will try and "ram" it.
2	Smart Enemy	● Create an enemy type that knows when it's behind the player, and fires a weapon backwards.
2	Enemy Pickups	● If a pickup is in front of an enemy, the enemy will fire its weapon at the pickup to destroy it before the player can get it.
2	Pickup Collect	● When the 'C' key is pressed by the Player, Pickups quickly move to the player.

2	Enemy Avoid Shot	- Create an enemy type that can avoid the player's weapon - When you fire a shot, the enemy should detect a shot in range and try to avoid it.
2	Homing Projectile	- Create a homing projectile that seeks the closest target. - Turn into a rare powerup
2	Boss AI	- Create a final wave that includes a boss at the end. - Moves down the screen to the center and stays there. - Unique attacks towards the player