Rubric for Milestone 3: Project advanced prototype

The maximum number of points for an item is between square brackets [ ]. The numbers that appear in the feedback column follow this breakdown.

The prototype includes:

1. [1.0] **Physics:** one interaction between units should include the use of **rigid-body physics** and **collision detection**. Rigid-body physics: motion of units or objects controlled by **forces** or **acceleration**.

2. [3.0] **Animation:** the movement of each type of dynamic unit should combine an animation created with animation curves in an **animation clip** with a **programmed motion** of the unit. The animation clip would stylize the motion. Create a different animation clip **for each type of dynamic unit**.

3. [4.5] **Skeletal animation**: animate an articulated unit with **skeletal animation**. You can use any freely available data for this part. Program your **own state machine** and **scripts** to activate the animation.
3.1. [1.5] Setting up the **skeletal animation** and articulated unit.
3.2. [1.5] Setting up the animation **state machine** and its **parameters**.
3.3. [1.5] Activating the animation via **scripts** with the proper parameters.

4. [1.5] **Particle systems:** add at least **three particle systems** to the game, possibly connected to the unit's actions and interactions.

5. [1.0] **Bonus:** program an instance of **inverse kinematics** for the articulated character.

Total: 10 points + 1 bonus point.