1. layered background (background /foreground)

Yes, the background is the rectangular image, the clouds are the foreground.

2. at least one image

Yes, and all assets in the game come from the unity store

3. a player-controlled sprite

Yes,

4. an enemy sprite with automatic movement

Yes, They will be generated and moved automatically.

5. the ability for the player to shoot bullets at the enemy

Yes, And there is no bullet limit.

6.automatic shooting bullets from the enemy to the player

Yes, use InvokeRepeating method.

7. collision detection of bullets, using tags so that a player does not kill himself with his own bullets

Yes, The enemy's bullets will not hit the allies, because all enemies have the same tag, the player will not hit themselves, only the player has the "player" tag.

8. sound effect on collisions

Yes, When the player's bullet hits an enemy, it will emit a sound effect.

9. health score for player and enemy, displayed

Yes, Below the sprite of the player and all enemies.

10. at least three levels in increasing order of difficulty. Document the difficulty of each level in the directions.

Yes, Level 1 will only show enemy planes with 1 HP, level 2 will show enemy planes with 20 HP and 1 HP, and all enemy planes at level 3 will appear. (Only hard difficulty level 1, There will be more than one type of enemy).

11.Chasing algorithm implemented as one of the levels (enemy plane chases player)

Yes, This type of enemy will try to get close to the player and use self-detonation to attack the player.

12. scene transitions: Every time that your player destroys the enemy, the game should transition to the next level. Every time your player ship gets destroyed, the current level should be restarted.

Yes, When the player entering the next level, the player will retain the current HP value and will not refresh to max health. When the player's HP drops to 0, the current level will be restarted, and the player's score and HP will be restored to the moment of entering this level, not refreshing to full health and score 0.

13. directions (include the basics of each level)

Yes, we can see the button to directions in the menu.

14. settings, including a volume setting with a slider

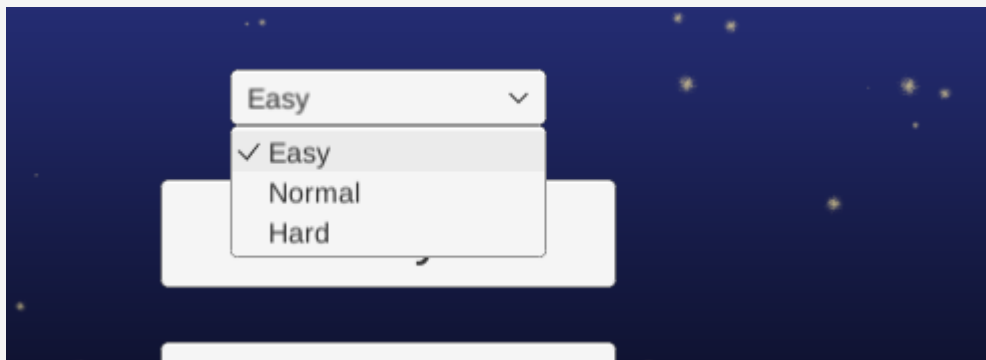Yes, There are also in the game scene, for convenience

15. Menu

Yes. The first scene we can see after opening the game

16. pause/resume and link back to menu

Yes, Every level has pause/resume button and link back to menu
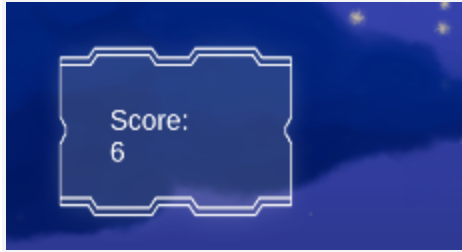
17. some other UI (dropdown, toggle, input)

Yes,

18. a data item that persist from scene to scene

Player' s HP value, When entering the next level, the player will retain the current HP value
and will not refresh to max health.

19. a second data item that persists

Player's score, In the upper left corner of each level.

20. high scores (at least 5, presented in order)

No, It doesn't have it.

21. animation #1

Yes, The animation of the player sprite's' animation will always be played as long as it is not dead.

22. animation #2

Yes, The explosion animation when the enemy dies.

23. Extra credit: difficulty selection by player (with documentation about difficulty)

The higher the difficulty with the higher frequently the enemy appears. Players can get scores by killing enemies, which means that the higher the difficulty, the higher the score you can get. (there will be two different enemy planes at level 1-hard, and there is only one type of enemy plane at level 1 of other difficulties)