Game Loading:

* The Scene Manager controls the Menus displayed based on the current Scene
* It also displayed a Loading message when the game is loading

Particles/Effects:

* Muzzle Flash for MP5
* Muzzle Flash for Shotgun
* Flamethrower Effect
* Lightning Effect
* Healing Beam Effect
* Blood spatter on Spiders death
* Blood spatter on Nest taking damage

Boids:

* Each spider nest spawns a number of spiders who swarm together based on the following parameters:
  + Cohesion
  + Alignment
  + Separation
  + Bounds (the spiders try to stay within a range of the nest)
  + MoveTo (once a soldier comes within range, the spiders try to move towards the nearest target as well)

Optimization:

* The game is top down with limited zoom so there was not a lot of opportunity for Occlusion Culling (beyond what the Unity camera is already doing) or Level of Detail.
* Level of Detail is also particularly difficult because finding compatible art assets was very difficult
* My solution was to allow the spiders to perform the expensive Swarming logic only when their renderers are visible. This should increase efficiency significantly.
* Also used an Object Pool for the bullets to increase efficiency