**Features implemented**

Basic requirements:

* WASD movement system
* Pickup system that adds points when a star is collected
* Total score on the GUI
* Level boundaries
* Finish zone that only works after the pickups are collected

Embellishments:

* Game loop (Menu > Level showcase > Fail/Success > Level change/Game over/Next level
* Hazards and death state (Just fail in the game loop)
* Additional UI elements and visual feedback (And one animation just for when you die)
* Jumping
* Audio (On most things)

My own additions:

* Enemy targeting system
* Sprint character action
* Charge character ability
* Extra steps to the game loop
* A secondary objective (remove hazards to improve charge)
* Hazards to gradually target the player when in range
* Platforms that grow, shrink and move
* Particle effect added to the finish zone
* Changing footstep sounds on a second surface, and a small bobbing animation every time you hit the ground

Proposed improvements:

* The level design is kinda all over the place
* I swapped it to 1st person, so maybe bringing the old camera back for different situations
* The collision is a little awkward, especially on the bullets, sometimes they just miss, also fall damage works 9/10 times, with more time I’d get a better system
* Bullets also go through walls, and enemies see you through walls, I’d like to sort that one out
* More than just 2 levels (and also a better level changing system)
* Controller support shouldn’t be too much of an issue
* A real upgrade system with different objectives

Final thoughts:

That was fun

*Also if you need to, enable the cheat object and mash enter to teleport directly to the pickups, it can speed things up a bit*