Mechanics Overview

**Character, Movement and World Interaction:**

* Moving Character
* Character stamina
* Picking up Pickups
* Breakables
* Levers and switches
* Looting chests
* Health
* Respawn system

**Camera Movement:**

* Attached to Player in 3rd person
* Needs to deal with walls and floor/ceiling
* Deal with enemy lock-on

**Combat Mechanics:**

* Dodge Roll Mechanic
* Attack Mechanic

**Enemy AI:**

* Type of decisions needed to be made (aggressiveness/notice player)
* Boss AI
* Attack patterns for both
* Pathfinding
* Enemies spawning

**Animations:**

* Implementing animations on objects smoothly

**Sound:**

* Implementing sound on certain events smoothly
* Background music