AssesList Artist  
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Player

1. Arms
   1. Bionische Left Arm
   2. Right arm
2. Legs
3. Weapons
   1. Ceramic Blade
   2. Revolver/Flaregun
   3. Assault Rifle
   4. Shotgun
   5. Pulse Rifle
   6. Grenades
   7. Mines

Items

1. MedPack
2. StimPack
3. KeyCards
4. Lore PDA

Enviromentals

1. Barrels
2. Fire Extinguisher
3. Doors
4. Boxes
5. Corpses
6. Garbadge Bins
7. Propoganda Posters
8. Floor 4 -Medbay
   1. Cryopods
   2. Operation Table
9. Floor 3 –Hydroponics
   1. Plants
   2. Plantboxes
   3. Nests
   4. Overgrowth
   5. BrokenGlass
   6. Dog House
10. Floor 2 –Engineering
    1. ToolBoxes
    2. Tools: Welder, Grinder, Sci-fi Hammer, SonicScrewdriver
    3. Generator
    4. FusionCore
    5. Teleporter
    6. Computers
    7. ArcbeamconfusionCoils
    8. Ass embly Line
    9. Broken Vehicles: Fighters, Drones, MiningShips,
    10. Hev Suits
    11. Turrets
    12. Weapon Lockers
    13. Desks
    14. Chairs
    15. FloodLights
    16. Wheels
    17. Warheads
    18. Warhead Vehicle
    19. MoonBuggy
11. Floor 1 –AI Core
    1. AI Mainframe
    2. Servers
    3. Security Gates

Enemies

1. Livestck
   1. Mutated Dogs
   2. Mutated Chickens
2. AI Enemies
   1. Turrets
   2. Cameras
   3. Roombas
   4. Proxies
3. Xenomorph
4. Plants

Puzzles

1. Digital keypad
2. Code on the wall

HUD

1. Blood effect (four steps)
2. Hit indicator
3. Gun icons
4. Ammo icons
5. Stance icon
6. Medpack icon
7. Stimpack icon
8. Radar
9. Info indicator
10. Game over screen
11. Background button
12. Font style
13. Splash screen/Loading screen
14. Start screen
15. Menu backgrounds
16. Holographic display
17. Looting screen

NPC’s

1. Survivor
2. Ship AI

Animations

1. Speler
   1. Lopen
   2. Rennen
   3. Stlstaan
   4. Springen
   5. Coveren
   6. Kruipen
2. Wapens
   1. Melee (without weapon)
   2. Quick Melee (two-handed)
   3. Quick Melee (single-handed)
   4. Schieten
      1. Onehanded
      2. Twohanded
   5. Aimen
   6. Reloaden (per wapen)
   7. Revolver
      1. Chamber action