**Wat moet er allemaal gescript worden ?**

**1. 3rd Person Character Controller Points Priority**

* 1. Movement/RaycastCollision 15 10
  2. CameraRotation 42 10
  3. CameraLook 15 10
  4. Crouch 5 5
  5. Running 5 5
  6. ThrowingStuff 10 5
  7. SpecialMoves / Knoppen 30 7
  8. InteractionWithEnviroment (E) knop 40 7
  9. Jump 5 5

**2. Inventory System**

* 1. ItemPickup / Drop 30 8
  2. SoundWhenPickingItemUp / Dropping 5 1
  3. InventorySpawn 25 8
  4. Equipments 35 8
  5. SoundWhenEquiping 5 1
  6. SoundWhenOpeningInventory 5 1

**3. Main Character**

3.1 PlayerHealth / Energy 15 7  
3.2 PlayerDamageTaken / Giving 15 7  
3.3 PlayerSoundWhenTalking / Taking Damage / Giving Damage / 25 1  
Jumping / Crouch / Walking / Run / Throwing / Dying  
3.4 ParticlesWhenDamageTaking / Giving Damage / 50 2  
Jumping / Run / Walking / Throwing / Dying  
3.4 HungerDroppingWithTime 15 5  
3.5 LevelUpWithExperience 15 5  
3.6 Animations 25 5  
3.7 SummoningInsects 10 2  
3.8 CooldownSpells 15 7

**4. Enemy**

4.1 EnemyHealth 15 6  
4.2 EnemyDamageTaken / Giving 15 6  
4.3 EnemySpawn 25 7  
4.4 EnemySoundDamageGiving / Taken / Insect Sound / Dying 15 1  
4.5 RadiusSound 15 1  
4.6 Animations 25 5  
4.7 DropLoot 10 5  
4.8 EnemyArtificialIntelligence 50 7  
4.9 ParticlesWhenDamageWalking / Dying 30 2

**5. General Stuff**

5.1 Currency 10 6  
5.2 Quests1/2/3/4 50 8  
5.3 Puzzles1/2 40 6  
5.4 SoundWhenCompletingQuest / Puzzle 15 4  
5.5 Shops 40 5  
5.6 SoundWhenOpeningShop 5 1  
5.7 SoundWhenBuyingSomething 5 1  
5.8 HUD 50 8  
5.9 Experience 15 4  
5.10 SoundWhenLevelingUp 5 1  
5.11 RageBar 25 6  
5.12 SoundWhenRageBarIsFull 5 1  
5.13 ConversationWithNPC 40 5  
5.14 Minimap 25 3

**6. Menu**

6.1 Start 10 8  
 6.2 Options / Quality / Sound 10 8  
 6.3 Quit 10 8  
 6.4 Save / Load (Optional) 50 1   
 6.5 Credits 10 8  
 6.6 SoundWhenClickingOnTheButtons 5 1