Scripts:

* GameManager
* Movement controller
* Missions and Objectives
* Dialoge script met template.
* Menu script
* Movement AI

Scene:

* Klein LVL (Demo)
* Menu
* Placeholder buildings
* Lighting
* Particles
* NPC’s
* Market\_Stand

Moddels:

* Character
* NPC’s
* Tafels
* Stoelen
* Lamp
* Market\_Stand X 3.
* Buildings

Textures:

* Character textures
* Building textures
* Terain textures
* Market\_Stand X 3.
* Lamp textures
* Stoel textures
* tafels