Find assets we will be using for each component:

* MVP
  + Platform/terrain
  + Camera
  + Character
    - Control
      * Move
      * Attack
      * Jump
      * Special Attack
    - Animation
    - Instantiation
    - Stats
      * HP
  + Enemies
    - AI
      * Move
      * Attack
    - Animation
    - Instantiation
    - Stats
  + Level
  + Main menu
  + Save/Load
  + UI
    - HP
    - MP
    - Tension Meter
* P1
  + Drops/Pick ups/Items
  + Equipment/Item bag
  + Music
    - BG music
    - Sound effects
  + Particle effects
    - Blood splatter