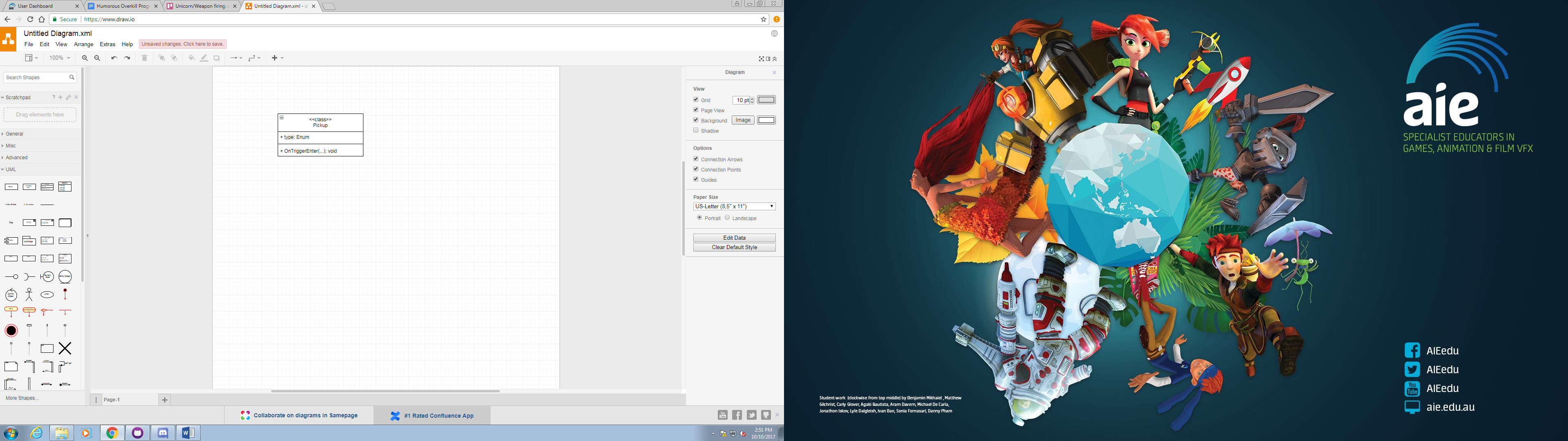
**Pickup's for the items within the game**

Need to have a pickup script, that tests whether a pickup item is in a certain range of a player when an input button is pressed and if so, pick up the item (whether it be health, ammo, etc.)



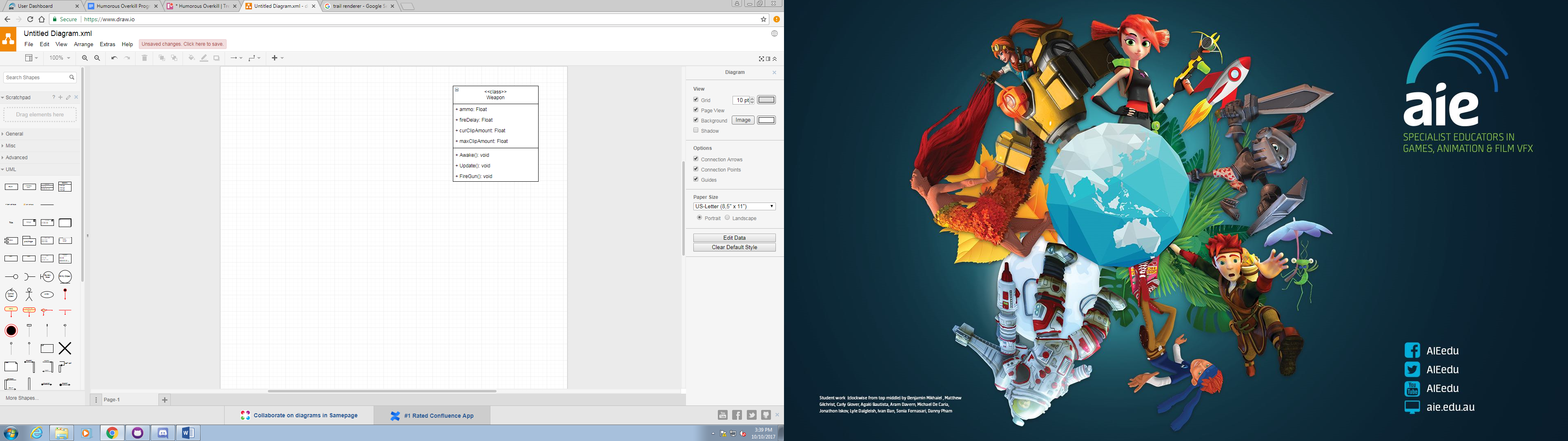
**Enemy Spawning script based on a random location in the game world**

Make a script that'll spawn x amount of enemies at random locations within the game world.

*Empty GameObject -> “EnemySpawnPoint” Tag*

**Unicorn/Weapon firing**

Scripting weapon attacks and the unicorn when it is shooting all the pretty things.



**Game UI**