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| Ola | Thomas |
| Player Movement | Enemy Movement |
| Combat (Guns and ammo) | Spawning (ammo and enemies |
| Fail State | Win State |
| MiniMap | Enemy Models |

Alpha:

Beta:

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| Ola | Thomas |
| Ammo animations | MainMenu |
| Difficulty | Lose Scene |
| Music Manager | Win Scene |
|  | Completion Scene |