**Player**

Character controller that simply moves forward, gains speed as time passes.

Scripts Needed: Character Controller, death/ reload

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**Enemy**

Enemy follows behind player.

Scripts Needed: Move

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**World**

Reloads chunks of the world.

Scripts Needed: Level loader

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Idea: Player has 3 health bars.

Health deduction = hits environmental hazards, also slows them down

Instant death = Falls off a cliff, or gets caught by enemies

Scripts Needed: Player health

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**Power up**

Store front where you can buy weapons (Maybe)

Scripts Needed: Storefront

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**Other ideas**

Score board

Sarsaparilla that refills health + adds to score.

Scripts Needed: Scoreboard, Health boost