* Player Character
  + Idle Animation
  + Walking Animation
  + Sprinting Animation
  + Aiming Animation (straight ahead, upwards angle, downwards angle)
  + Firing Animation (same as above)
  + Weapon Check
  + Inserting Bullets into mag
  + Change magazines
  + Insert shells into shotgun
  + Jumping Animation
* Weapons (UI)
  + Glock
  + Glock Magazine (13 bullets in the mag)
  + Bullets
  + Uzi
  + Uzi Magazine (25 bullets in the mag)
  + Shotgun
  + Shotgun Shells (6 shells in the barrel)
* Effects
  + Pistol Shot
  + Uzi Shot
  + Shotgun Shot
* Environments (these are just ideas for now, we can iterate on this and get proper level assets done throughout the week)
  + Alleyway at Night Background
  + Inside the maintenance area