Codes:

* AI (Enemy’s, Npc’s & Ally’s)
* PlayerController (Player movement, health & animation calling)
* Wallfade (fading walls or other objects in front of player)
* Eventmanager (Quests, Cutscenes, ect)
* Player attackmanager (Doing attacks, selecting attacks on hotbar, ect)
* Music & Sounds manager
* Main menu & Ingame menu manager
* Loading & Saving
* Loading & saving manager. (Welke save file er geladen word, loading screens, welke save file overschreven word)
* Co-op network Managing & Syncing (OPTIONAL)
* Shrines (health regen)
* Settings (Sound, QualitySettings)