**ANYTHING THAT WILL CHANGE DURING GAMEPLAY NEEDS TO BE SYNCRONIZED!!!  
CONSTANT VARIABLES DOES NOT NEED TO BE SYNCRONIZED!!!**

**Puppets**

Needs to be synchronized

* Health
* Animation
* Transform

Might need to be synchronized

* Anything that might be changed during gameplay, for example, if a puppet picks up a power up that makes them gain additional max health then the max health variable needs to be synchronized so everyone knows that they have gained additional health.

**Weapons**

Needs to be synchronized

* Transform (While on the floor, is going to be synchronized to the puppet when picked up)

Might need to be synchronized

* Ammo (If the weapon carries ammo in the magazine while dropped)

**Puppeteer**

Needs to be synchronized

* Everything that the puppeteer is going to interact with and modify needs to be spawned with the puppeteer as authority over the object. If Puppeteer is not the authority over the object then the puppeteer will not be able to control the object.

**Enemies**

Needs to be synchronized

* Transform
* Health
* Animation
* States

Might need to be synchronized

* Anything that might be changed during gameplay, for example, if a puppet picks up a power up that makes them gain additional max health then the max health variable needs to be synchronized so everyone knows that they have gained additional health.

**Enemy Spawner**

Needs to be synchronized

* Transform

Might need to be synchronized

* Anything that might be changed during gameplay, for example, if a puppet picks up a power up that makes them gain additional max health then the max health variable needs to be synchronized so everyone knows that they have gained additional health.

**Room / Doors**

Needs to be synchronized

* Transform

**Items/traps**

Needs to be synchronized

* MedKits
  + Transform
* Traps
  + Health
  + Transform
  + Cooldown

**Level / Rooms**

Needs to be synchronized

* Transform

Might need to be synchronized

* Transform on start and goal room. (This depends if the start and goal rooms are stationary in the scene or if it can spawn anywhere in the scene)