# Asset List – Coding

* **GameState – Handles whether the game is on the menus/playing/win/loss**
* **GameUI – Menu Interfaces and HUD**
* **LanternCheckpoints – Tracks player progression and stores current respawn point**
* **PlayerMovement – Directional Movement and Jumps**
* **PlayerDodge – Handles dodge distance and animation**
* **PlayerLockon – Orient player and camera to face enemy**
* **PlayerAttacks – Handles quick/strong attacks and combos**
* **PlayerActivates – Handles activating firecrackers and the battery**
* **TorchSword – Monitors collisions and calls relevant functions**
* **PlayerHealth – Stores health bar and changes according to callbacks**
* **CameraHandler – Follow player/ Camera Movement/Interpolation**
* **LightHandler – Uses variable values to change light hues and postprocess**
* **SoundHandler – Play sound effects and music**
* **LevelHandler – Switch between levels**
* **FirecrackerPickup – Pickup placement and collison**
* **BatteryPickup**
* **LanternHealthPickup**
* **BrawlRoom – Handles blocking exits and monitors enemies still alive**
* **EnemyFactory – Default enemy creator, which can create all enemies**
* **EnemySpawner – Object to spawn selected enemy type**
* **EnemyMannequinMove – Enemy specific movement AI**
* **EnemyMannequinAttack – Enemy specific Attack AI**
* **EnemyMannequinHealth – Stores health bar and changes according to callbacks**
* **EnemyApeMove**
* **EnemyApeAttack**
* **EnemyApeHealth**
* **EnemyFearMove**
* **EnemyFearAttack**
* **EnemyFearHealth**
* **BossMove**
* **BossAttack**
* **BossHealth**