**Asset list**

Water

* + shallow water
  + deep water
  + wake (on torpedoes!)
  + splashes (from explosions)

Island terrain

* + trees
  + sand
  + rocks

Ships

* + light cruiser (destroyer sized main combatant, maybe actually a corvette, patrol boat, destroyer escort?)
  + destroyer
  + heavy cruiser
  + battleship
  + aircraft carrier
  + submarine

Aircraft

* + fighters
  + bombers
  + reconnaissance (fighter model with fuel tanks?)

Weapons

* + turrets
    - Large caliber
    - Anti-aircraft
  + cannon shells (simple sphere, use a shader effect?)
  + torpedoes (for destroyers and submarines)
  + bombs (for aircraft)

**Priority List**

Light cruisers

Turrets

Cannon shells

Destroyer

Torpedoes

Water

wake (on torpedoes!)

splashes (from explosions)

Other ships

Heavy Cruisers

Battleships

Aircraft carrier

Submarine