

# LOCAL ASSETS

## A) PLAYER MODEL

### 1) SCRIPTS

a) ANIMATIONS

b) CHARACTER FLAG JSON "SAVE FILE"

## B) NPC MODEL

### 1) SCRIPTS

a) ANIMATIONS

b) DIALOG

c) LOGIC

## C) ENVIRONMENTS

### 1) SCRIPTS

a) TRACK TIME

b) EXECUTE NPC SCRIPTS ASSOCIATED WITH ENVIRONMENT

### 2) OPEN WORLD