* Player
  + Health
  + Shield
  + Level
  + Skills
* Enemy
  + Health
  + Shield
  + Level
  + Damage
  + Attack Type
* Weapon
  + Damage
  + Accuracy
  + Fire Rate
  + Level
  + Rarity
  + Ammunition
  + Elemental
  + Manufacturer
  + Type
    - Repeater pistols
    - Revolvers
    - Submachine Guns
    - Combat Rifles
    - Shotguns
    - Sniper Rifles
    - Rocket Launchers
    - Eridian Guns
  + Components
  + Names
  + Effects
  + Zoom?
* Shields
* Grenades
* Character mods