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| **Name** | **Type** | **In the final game?** |
| TimerMaterial | Material | No |
| TimerMaterial\_Inst | Material Instance | No |
| Laser\_Groove | Music | Yes |
| BulletDestroy | Sound Effect | Yes |
| Bounce | Sound Effect | Yes |
| CasualLevel1 | Level | Yes |
| CasualLevel2 | Level | Yes |

* Sprites are not listed, as they were just made directly from the textures.
* Instances of Materials and Tile Blueprints have been left out for the sake of brevity