PAL: Old Barrels assets still present in the build

Seriosity: 2/3

Probability 2/3

Description: Old barrels cluster assets are present in the game. They are supposed to be removed due to the implementation of exploding barrels in build 0.3

Steps to Repro:

1. Launch Build: V.0.3
2. Explore the area for a few minutes,
3. Find a room that contains the asset in question
4. Try to shoot it and observe that it isn’t an exploding barrel asset, but a static texture.

**Affected Version: 0.3**

**Technical Repro 5/5**

**Attachment:**

