Asset List

3D Models :

* First-person Physics gun
* Wood cabin
* Wood cabin door
* 4 types of logs
* Tree stump
* Barrel
* Chair
* 4 types of fences

Scripting :

* Level transition
* 3 types of AoE traps (slow, instant death, DoT)

Level Design :

* 3 levels
* Paper Prototypes

HUD :

* Player stats