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Game Title: CODM
 Game Object: Ghost (Character) 1

1. Attributes:
    - Skin: Ghost
    - Gender: Male
    - Color:
    - Shape
    - Height:
    - Health:
    -Armor
    -Inventory
    -Position
    - Stamina
    - Minimap
    - Killstreak
    - DL Q33 primary
    - Prize fighters Secondary
    - Trip Mine
    - Heartbeat Sensor

2. Methods:
    - Move
    - Shoot
    - Reload
    - TakeDamage
    - Heal
    - UseAbility
    - SpeakDialogue/Voiceline
    - EquipWeapon
    - Crouch
    - Sprint
    - Jump
    - Aim/ADS
    - Emote
    - Throw nades

 Game Object: Ethan (Character) 2
1. Attributes:
    - Gender: Male

- Skin: Ethan
  - Color:
    red, black and brown
  - Shape:
    - Human humanoid shape
  - Height:
    - 6 feet tall.
  - Health:
    - Starting health points (100).
  - Weapon Loadout:
    - DL Q33 primary
    - Prize fighters Secondary

2. Methods:
  - Move
  - Shoot
  - Reload
  - TakeDamage
  - Heal
  - UseAbility
  - SpeakDialogue/Voiceline
  - EquipWeapon
  - Crouch
  - Sprint
  - Jump
  - Aim/ADS
  - Emote
  - Throw nades

Game Object: Alex (Character)   3

1. Attributes:

Gender: Male
Skin: Alex
Color:
Green, black, and tan
Shape:
Human humanoid shape
Height:
5 feet 10 inches tall
Health:
Starting health points (100)

Weapon Loadout:
KRM-262 primary
None (knife) secondary

2.Methods:

Move
Shoot
Reload
TakeDamage
Heal
UseAbility
SpeakDialogue/Voiceline
EquipWeapon
Crouch
Sprint
Jump
Aim/ADS
Emote
Throw nades

Game Object: Mara (Character)   4

1. Attributes:

Gender: Female
Skin: Mara
Color:
Black, grey, and cyan
Shape:
Human humanoid shape
Height:
5 feet 8 inches tall
Health:
Starting health points (100)
Weapon Loadout:
M4 primary
J358 secondary

2. Methods:
Move
Shoot
Reload

TakeDamage
Heal
UseAbility
SpeakDialogue/Voiceline
EquipWeapon
Crouch
Sprint
Jump
Aim/ADS
Emote
Throw nades

Game Object: Nikto (Character) 5

1. Attributes:

Gender: Male
Skin: Nikto
Color:
Black, olive, and camo
Shape:
Human humanoid shape
Height:
6 feet tall
Health:
Starting health points (100)
Weapon Loadout:
Holger 26 primary
.50 GS secondary

2. Methods:

Move
Shoot
Reload
TakeDamage
Heal
UseAbility
SpeakDialogue/Voiceline
EquipWeapon
Crouch
Sprint
Jump
Aim/ADS

Emote
Throw nades

Game Object: Rosa (Character) 6

1. Attributes:

Gender: Female
Skin: Rosa
Color:
Purple, pink, and silver
Shape:
Human humanoid shape
Height:
5 feet 6 inches tall
Health:
Starting health points (100)
Weapon Loadout:
BY15 primary
J358 secondary

2. Methods:
Move
Shoot
Reload
TakeDamage
Heal
UseAbility
SpeakDialogue/Voiceline
EquipWeapon
Crouch
Sprint
Jump
Aim/ADS
Emote
Throw nades

Game Object: Weapon (DL Q33) 7

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 90
  Fire Rate: 27

Accuracy: 52
Range: 92
Mobility: 42
Control: 27

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (Fennec) 8

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 23
   Fire Rate: 111
   Accuracy: 38
   Range: 44
   Mobility: 114
   Control: 20

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (QQ9) 9

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 28
   Fire Rate: 83
   Accuracy: 38
   Range: 53
   Mobility: 103
   Control: 38

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (AK117) 10

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 25
   Fire Rate: 76
   Accuracy: 62
   Range: 47
   Mobility: 75
   Control: 46

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (M4) 11

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 26
   Fire Rate: 68
   Accuracy: 59
   Range: 58
   Mobility: 81
   Control: 54

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (Man-O-War) 12

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 37
   Fire Rate: 50

Accuracy: 69
Range: 56
Mobility: 69
Control: 54

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (LK24) 13

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 28
  Fire Rate: 63
  Accuracy: 61
  Range: 54
  Mobility: 78
  Control: 51

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (ICR-1) 14

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 30
  Fire Rate: 60
  Accuracy: 69
  Range: 54
  Mobility: 2
  Control: 61

2. Methods:
  - Fire
  - Aim/ADS

- Reload

Game Object: Weapon (KN-44) 15

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 29
   Fire Rate: 62
   Accuracy: 55
   Range: 51
   Mobility: 80
   Control: 58

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (DRH) 16

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 29
   Fire Rate: 62
   Accuracy: 55
   Range: 51
   Mobility: 80
   Control: 58

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (Peacekeeper MK2) 17

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 26
   Fire Rate: 65
   Accuracy: 58

Range: 50
Mobility: 82
Control: 54

2. Methods:
 - Fire
 - Aim/ADS
 - Reload

Game Object: Weapon (FR.556) 18

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 27
  Fire Rate: 66
  Accuracy: 86
  Range: 50
  Mobility: 68
  Control: 45

2. Methods:
 - Fire
 - Aim/ADS
 - Reload

Game Object: Weapon (AS Val) 19

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 28
  Fire Rate: 80
  Accuracy: 44
  Range: 83
  Mobility: 50
  Control: 47

2. Methods:
 - Fire
 - Aim/ADS
 - Reload

Game Object: Weapon (CR-56 AMAX) 20

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 28
  Fire Rate: 80
  Accuracy: 44
  Range: 50
  Mobility: 83
  Control: 47

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (M13) 21

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 24
  Fire Rate: 88
  Accuracy: 51
  Range: 59
  Mobility: 81
  Control: 39

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (Swordfish) 22

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 24
  Fire Rate: 99
  Accuracy: 56
  Range: 56
  Mobility: 72
  Control: 43

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (Kilo 141) 23

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 29
   Fire Rate: 68
   Accuracy: 57
   Range: 54
   Mobility: 79
   Control: 55

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (ODEN) 24

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 48
   Fire Rate: 45
   Accuracy: 74
   Range: 76
   Mobility: 62
   Control: 36

2. Methods:
   - Fire
   - Aim/ADS
   - Reload

Game Object: Weapon (Krig 6) 25

1. Attributes:

Skin: Diamond Camo
Color: Diamond, Gold, Black
Damage: 30
Fire Rate: 85
Accuracy: 62
Range: 56
Mobility: 79
Control: 56

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (EM2) 26

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 36
   Fire Rate: 53
   Accuracy: 73
   Range: 53
   Mobility: 75
   Control: 73

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (HS2126) 27

1. Attributes:
   Skin: Diamond Camo
   Color: Diamond, Gold, Black
   Damage: 16x8
   Fire Rate: 48
   Accuracy: 40
   Range: 33
   Mobility: 71
   Control: 38

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (BY15) 28

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 25x12
  Fire Rate: 29
  Accuracy: 48
  Range: 40
  Mobility: 71
  Control: 42

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (HS0405) 29

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black
  Damage: 25x15
  Fire Rate: 27
  Accuracy: 45
  Range: 37
  Mobility: 74
  Control: 42

2. Methods:
  - Fire
  - Aim/ADS
  - Reload

Game Object: Weapon (Striker) 30

1. Attributes:
  Skin: Diamond Camo
  Color: Diamond, Gold, Black

Damage: 20x8
Fire Rate: 38
Accuracy: 49
Range: 34
Mobility: 73
Control: 42

2. Methods:
  - Fire
  - Aim/ADS
  - Reload