**Player Features**

1. Movement
2. Grab
3. Push
4. Animations
5. Camera

**Enemy Feautures**

1. Movement
2. Evolvement (with depth)
3. Pursue
4. Shoot Protectile
5. Fishbait

**Enviroment**

1. Sea Currents
2. Objects (weight, sinkingSpeed, …)

**Others**

1. Protectile
2. Boosts
3. Win Condition