GAME OBJECTS

**MORTAL GEOMETRY**

1. BASIC SCENE ASSETS AND PLAYER
2. PLAYER
3. GROUND
4. TRIANGULE SIDE GROUND
5. OBSTACLES
6. CUBE M
7. CUBE L
8. RECTANGLE M
9. TRIANGLE M RECTANGLE
10. TRIANGLE L RECTANGLE
11. TRIANGLE M ISO
12. TRIANGLE L ISO
13. DOMINO