List of features:

* UI
  + Running text on the left
  + Icons for Grenades and Guns
* Enemy AI:
  + Tile specific enemy awareness. If enemy is aware locks the gate and opens when all killed.
  + Option for designer to choose the behavior: Random, Patrol and Hold-Position
  + Should shoot only when AI can see.
* Weapons:
  + Multiple guns
  + Hand animation through IK.
  + Grenade
  + Ammo limit.
  + Refill/Pickup
  + Ammo and weapon table.
  + Player can shoot from cover. Remove this!