Town

-Deck

-Texture

-Buildings

-Level Geometry

-Texture

-Steel

-Rusted Steel

-Wood

-Dirt

-Glass

-Concrete

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-Models

-Shop Signs

-Decoration

-Gun Racks

-Weapon Racks

-Anvil

-Smithy

-Parts

-Gears\*

-Pipes

-Rails

-Scaffolding with ladders

-Sound

-Town music

-Ambience, mechanical noise

-Interiors-All has shop menu, flavor text, and 2D image

-Weapon Shop

-Armor Shop

-Mechanic

-Barracks

-NPC’s-All has idle animation, interaction text

-Male 1-3 (one guard)

-Female 1-3 (one guard)

-General

-Quest text