Object Attributes

* **Header**
  + Internal Name
  + Type {Building, Unit, Object}]
* **Name**
* Classes {Infantry, Cavalry, Mage, Goblin, Elf, etc.}
* **Cost** {Food, Wood, Stone, Alloy, Mana}
* Population Count
* Movement Speed (Units/Second)
* Attack
  + Rate (Attacks/Second)
  + Range
  + Type {Magic, Piercing, Hack, etc.}
  + Speed (Range Only)
  + Damage
* **Health**
* **Defense**
  + Type
  + Amount
* **Icon**
* **Small Icon**
* Static Action {Add Population Limit, Infantry +X attack, etc.}
* Actions (Externally Defined)
* **Model**
* Build Limit
* Gather Rate (Resources/Second)
* Right Click Actions
* Idle Action
* Health Indicator Position {0.0, 1.5,0.0}
* Bounding Boxes