If the game requires the creation of a world, describe here in detail all its aspects: overview, key locations, travel, mapping, scale, physical objects, weather conditions, day & night, time, physics, society/culture, etc.

# Media List

## UI

Button, text box, check box, radio button

## Texture

### Cars

Eagle, lion, rhino, shark

### Characters

Eagle, lion, rhino, shark, little robot red, little robot blue, little robot green, giant robot, goliath

## 3D assets

### Vehicles

Car

### Characters

Eagle, lion, rhino, shark, little robot, giant robot, goliath

### Objects

Ammo, rewards

### Level

Arena

## Audio

### Music

Menu, victory, lose, fighting

### SFX