**Main Character**

Camera, Basic Movement, Combat, Animation, Sounds, Particles  
Health, Shield and Ammo components/ Pickups, Particles   
UI interaction,   
Weapons, Gatling gun, Rocket Launcher, Sword(Knife), Particles

**All Mobs**

Basic AI behavior Wolf  
Basic AI behavior Eagle + flying??  
Combat + Health, Animations, 3DSounds, Particles  
Enemy wave/ respawn System.

**Companion**  
Following Movement, Flying, Controllable Combat,   
3DSounds,  
Particles,   
Animations

**Environment**Object interaction,   
Particles,   
3DSounds,  
Object Animations,  
Boss fight Instances,   
Nano power core end Event,

**Others/Essentials**Path finding for AI,   
Main Menu, Including working Options  
Respawn System  
Event System  
Render optimization,  
Minimap + Visable Dots(UI),  
PRETTY PRETTY SHADERS <3   
UI Elements, Particles  
Endgame, Credits  
HudPopups/CompanionPopups  
Cutscene Manager??