Tier 1 Priority 1

**Weapons-**  (Request, keep damage and ammo consumption open)

1. Echoes- sends out a decoy to distract enemies Where player is looking
2. Light- works as a flashlight, goes out like a flashlight
3. Gravity Push- pushes enemies back, does not knock them down.

**Enemies**

1. EIP- slow moving zombie like creatures, more stationary but can wander considerably slower, lunge?
2. Entity 001-A -cannot be killed, need help with the enemy behavior, navigating and reacting when he sees the character. Follows waypoints until player is spotted or alerted by drones slightly slower than the player

**Ammo**

1. Energy Cells- works as ammo for all weapons pickups around the maps

**Misc**

1. A script for Keys, that unlock doors true false conditions
2. A trap room, closes automatically on immortal enter and player exit automatic

Tier two Priority 0 (Don’t need for the game but will be nice)

**Weapons**

1. Lightshot- variation of the flashlight, will do damage to enemies if shined on them
2. Shield- as long as the player has Energy cells he is protected by any enemy or hazardous damage complete invulnerability

**Enemies**

1. Entity 001-B -A small spider drone, is actively scanning the area searching for the player, (like a camera) will call Entity A when player is detected waypoints placed by designers

**Misc**

1. Script for a leaver pulling mechanic, (example, pulling a leaver that will activate a small lifting platform)
2. Script for fire, (example, if a pipe has burst in a level, fire will then spout out of the pipe, would work as a stage hazzard.)
3. Script for poison gas, (Example, one are or room will be filled with gas and will slowly give the player damage)