Tier 1 Priority 1

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

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

**Enemies**

1. EIP- slow moving zombie like creatures,
2. Entity 001-A -cannot be killed, need help with the enemy behavior, navigating and reacting when he sees the character.

**Ammo**

1. Energy Cells- works as ammo for all weapons

**Misc**

1. A script for Keys, that unlock doors

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

**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

**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)