

# Enemy import specification

- Attributes
  - EnemyName
- Folder content
  - Data->Race->Graphics
    - filename: EnemyName\_Graphics
  - Prefab
    - filename: EnemyName\_Prefab
    - content:
      - model with Eq Slots
        - Eq Slot = empty GameObject with EquipmentSlot script
  - Ui Animation Controller
    - used in select screens, previews etc.
    - filename: EnemyName\_UiAnimationController
  - World Animation Controller
    - used in game
    - filename: EnemyName\_WorldAnimationController
  - Icon
    - 256x256 image
    - filename: EnemyName\_Icon