1. Basic Objects
   1. Create Class Diagram
      1. Can be just in text but a basic description of the object, what components it will have and how it interacts with other components. Include what type of object it is, e.g. is it a tower base, a road obstacle, etc.
   2. Create Assets
      1. Create or pull 3d model and any art assets needed for the object
   3. Build Prefab in Unity
      1. Build a prefab of the object in unity and start creating all the in-engine components of it, including the proper scripts and colliders needed.
         1. Many of these will already be created as existing prefabs or empty container objects
   4. Testing
      1. Make sure the items work with anything they are supposed to interact with and don’t break any other pre-existing objects.