**3 Pirate/Bandit Boats**

20k-30k polygons, 4 texture variations

**3 Coast Guard Boats**

20k-30k polygons, 4 texture variations

**Primary Terrain**

Will be done using Unity3D terrain editor

**Mini Gun (2 Variations)**

3k-5k polygons, 2 texture variations

**Flamethrower (1 Variation)**

3k-5k polygons, 2 texture variations

**Rocket Launcher (1 Variation)**

3k-5k polygons, 2 texture variations

**Sea Mine (2 Variations)**

1k-2k polygons, 2 texture variations

**Net Trap (1 Variation)**

1k-2k polygons, 2 texture variations

**Kevlar Armor (icon variation)**

Simple icon, 500x500, white against black

**Breaker Armor (icon variation)**

Simple icon, 500x500, white against black

**Speed Boost (icon variation)**

Simple icon, 500x500, white against black

**Crate Boost (icon variation)**

Simple icon, 500x500, white against black

**All Weapons (icon variations)**

Simple icons, 500x500, white against black

**Oceanic Beacon (icon variation)**

Simple icon, 500x500, white against black

**Collected Crate (icon variation)**

Simple icon, 500x500, white against black

**Net Trap (icon variation)**

Simple icon, 500x500, white against black

**Sea Mine (icon variation)**

Simple icon, 500x500, white against black