**Tile:**

-Non-instanced

-Non-modifiable

-Used to be placed on the map.

**Tile Entity:**

-Instanced

-Interactable

-Does not act on things (has no abilities)

**Ability:**

-Non-instanced

**Character Prefab:**

-Has rendering information

-Has list of abilities

-Used by characters to define what they can and cannot do

**Buff:**

-Instanced (base abstract class with subclasses to implement functionality of buff)

-Either a positive or a negative

-Modifies a character’s stats

-Can have a timeout

-Does things like increase a character’s health or regenerate a character’s health over time

**Character:**

-Instanced

-Has equipment

-Has list of skill sets

-Has list of skill set levels

-Has list of active buffs