MonoBehaviour:

- **Health** in *Assets/Scripts/Health*
- **Healthbar** in *Assets/Scripts/Health*
- **HealthCollectable** in *Assets/Scripts*
- **PlayerMovement** in *Assets/Scripts*
- **Enemy** in *Assets/Scripts*
- **CameraController** in *Assets/Scripts*
- **Door** in *Assets/Scripts*
- **Riddle** in *Assets/Scripts*
- **RiddleInputChecker** in *Assets/Scripts*

Dynamic Data as a standard class:

- **PointCollection** in *Assets/Scripts*
  - Referenced in **ScoreUpdate & PointCollectable** in *Assets/Scripts*

Constant Data as a ScriptableObject:

- **InventoryItem** in *Assets/Scripts*
  - Two example inventory items in *Assets/InventoryItems*
  - For now displayed in the top right corner

The Observer Pattern:

- **PointCollection** in *Assets/Scripts*
  - manages the score and triggers an event whenever the score changes
- **ScoreUpdate** in *Assets/Scripts*
  - initialises the PointCollection instance, subscribes to the score change event, and updates the UI whenever the score changes
- **PointCollectable** in *Assets/Scripts*
  - references the ScoreUpdate component to access the shared PointCollection instance and updates the score when the player collides with it