Script Name	Script Function
Door Manager	This script will control the opening and closing of the corridor doors based on player interaction
Locker Door Manager	This script will control the opening and closing of locker doors based on player interaction
Laser Manager	This script will allow the player to interact with the lasers and shut them off when they have completed certain objectives
Inventory Manager	This will control what objects they have collect and what objects are available to use, such as weapons.
Character Controller	This script will control the walking/ running/ jumping mechanics of the players.
First Person Camera	This script will control the camera movement and placement (may use cinemachine)
Weapon Controller	This will control the players interaction with weapons. Aim, Shoot, Reload, and Swap weapons. (may only allow one weapon)
Animation Integration	This script will manage when animations are triggered.