**List of scripts**

**Need to have**

1. Spawn of characters
   * An invisible node which indicates where a character will spawn
   * This can apply to all characters (Player, Enemy, ally, etc.)
   * Each node can spawn more than 1 character of the same type
   * A delay can be added for the each spawn point
2. Cut-sense
   * Allows multiple camera during cut-sense
   * Able to change camera throughout the cut-sense
3. Door Trigger
   * Whenever any character walks near a door, it opens
   * Doors will close back after a few second after opening
4. Enemy Teams
   * Enemies can be accounted as different teams
   * That means by default this enemies will attack each other as well
5. Start and End point
   * A starting point for player to spawn in
   * An end point that can both be triggered or used

**Good to have**

1. Button
   * Only players can interact it to trigger another event (unlock doors, bars, etc.)
   * Lights can be paired with this to indicate player button is pressed.
   * Red = Un-touch, Green = Touched
2. Placing Object
   * Spawns an object in a specific location when an player interact
   * Only player can interact with it
   * This can also trigger other events

**Nice to have**

1. Collapsing Object
   * Spawns random debris that can hurt player
   * This will only occur when player pass a trigger point
2. Particle Spawn
   * When an event happens, add particle effects
   * When player is close, trigger particle effects
3. Shooting from character
   * Produce objects that can hurt players