**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

Important Requirements

* Spawning must stop/ pause when it is in view of player’s FOV.
* Spawners must have an adjustable max limit amount of units it can spawn.

1. Cut-sense
   * Allows multiple camera during cut-sense
   * Able to change camera throughout the cut-sense
2. Door Trigger
   * Whenever any character walks near a door, it opens
   * Doors will close back after a few second after opening

Important Requirements

* + Doors may open only once a number of criteria has been fulfilled.

1. Enemy Teams
   * Enemies can be accounted as different teams
   * That means by default this enemies will attack each other as well
2. Start and End point
   * A starting point for player to spawn in
   * An end point that can both be triggered or used
3. Trigger points
   * When players reaches a specific area, it triggers another event
   * Any event can happen
4. Player First Person Shooter Camera and controls
   * FPS field of vision for player
   * Medium movement speed

**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
3. Death Boundary
   * When player is located in any of this zone, they die
   * Can be in variable size

**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