# Assit list Combatzone

## Scripts

Player: Move and Firescript

UI: Ammo and HP

Enemy: Aim,and fire

Cover: Stop bullets

Bulltes:Move in the direction they were shot.

Los(Line of Sight) <http://arguendo.net/decoded/game-programming-in-as3-line-of-sight/>

## Animaties

Gun Fire animemation

Playermove

Effect for trap

Impact for Cover and player

## Audio

Firegun sound

## Art

Traps

Enemy

Cover

Crates: Destructible cover

Bullets

Player

Powerup: health and ammo