Delimitations:

No divine intervention

No more than 2 weapons(Grunt: Automatic and Player: pistol )

Not expanding on:

Stealth

Main menu

Scoreboard

Main Character:

Movement

Demonic possession(insanity)

Player Collision

Grunt:

Functional AI

Basic UI:

Health bar

Possesion globes

Ammo

Environment:

Key colored doors

Colored NPC’s

Stealth = AI = Lighting

Sounds: Gunshot, Movement, Ambient, Death(Grunt & Player), wall shooting

Art: Idlee, shooting(grunt, player), run animation, environment(tileset interior), walls, box, UI, colored doors, keys, bullets