

Art Asset List

Player

- FPS Arms
- Gun models:
 - SMG (MP5)
 - Rifle (C8 Assault Rifle)
 - Pistol (M1911)
 - Shotgun (Remington 870)
- Player Legs - Potentially not needed

Enemies

- Enemy Model (Superhot Style - Crystalline Red Humanoid Figures)
- Enemy Gun Models - Could use the same as the player

Environment

Hostage Extraction level

- Game Environment - Largely inspired by the Iranian embassy siege.
- Environmental assets - office assets (all in a single or potentially simpler multi colour palette)