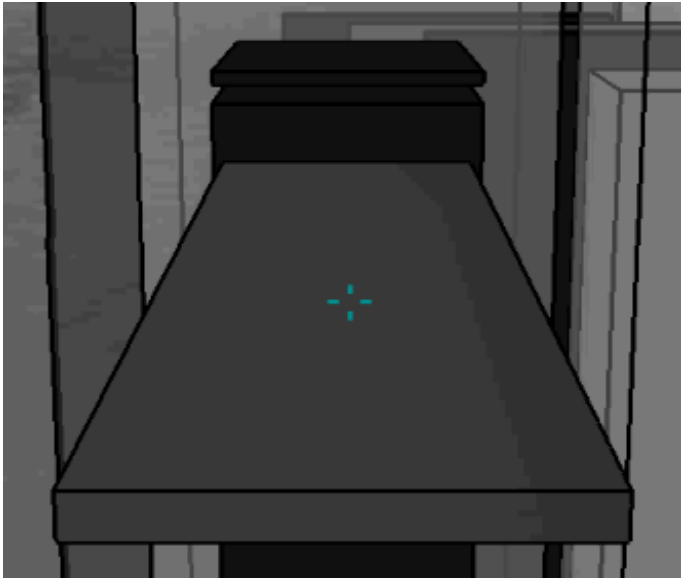
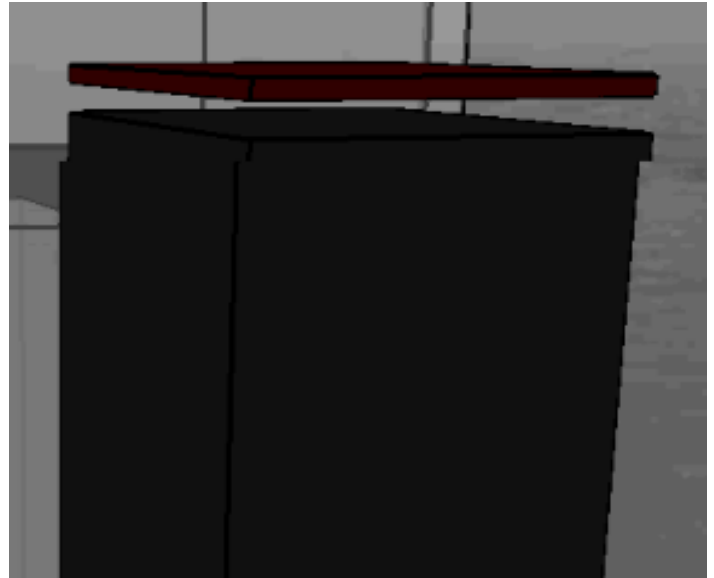


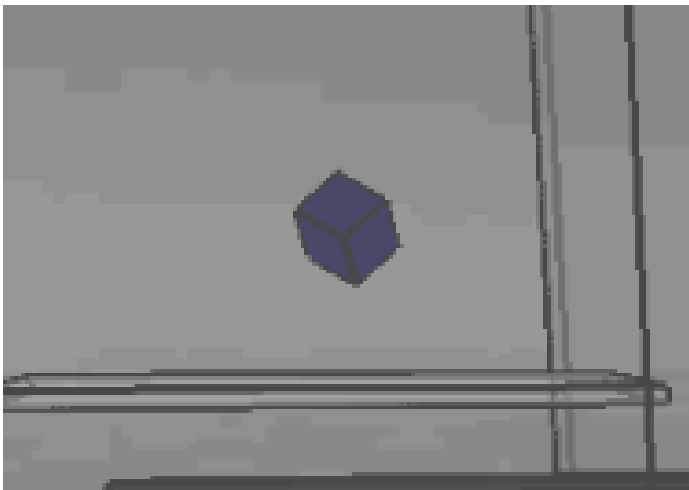
Milestone Deliverable – Model List Levels 1 & 2



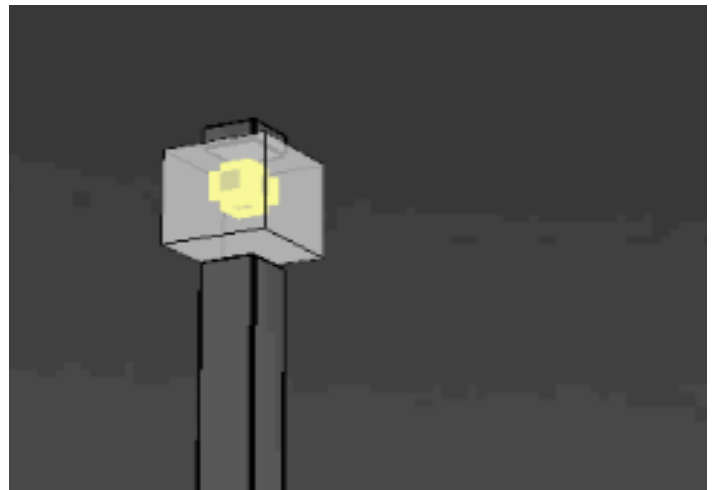
Static Phase Nodes – Act as world geometry



Jump Pads – A stylistic red that act as jump boosters



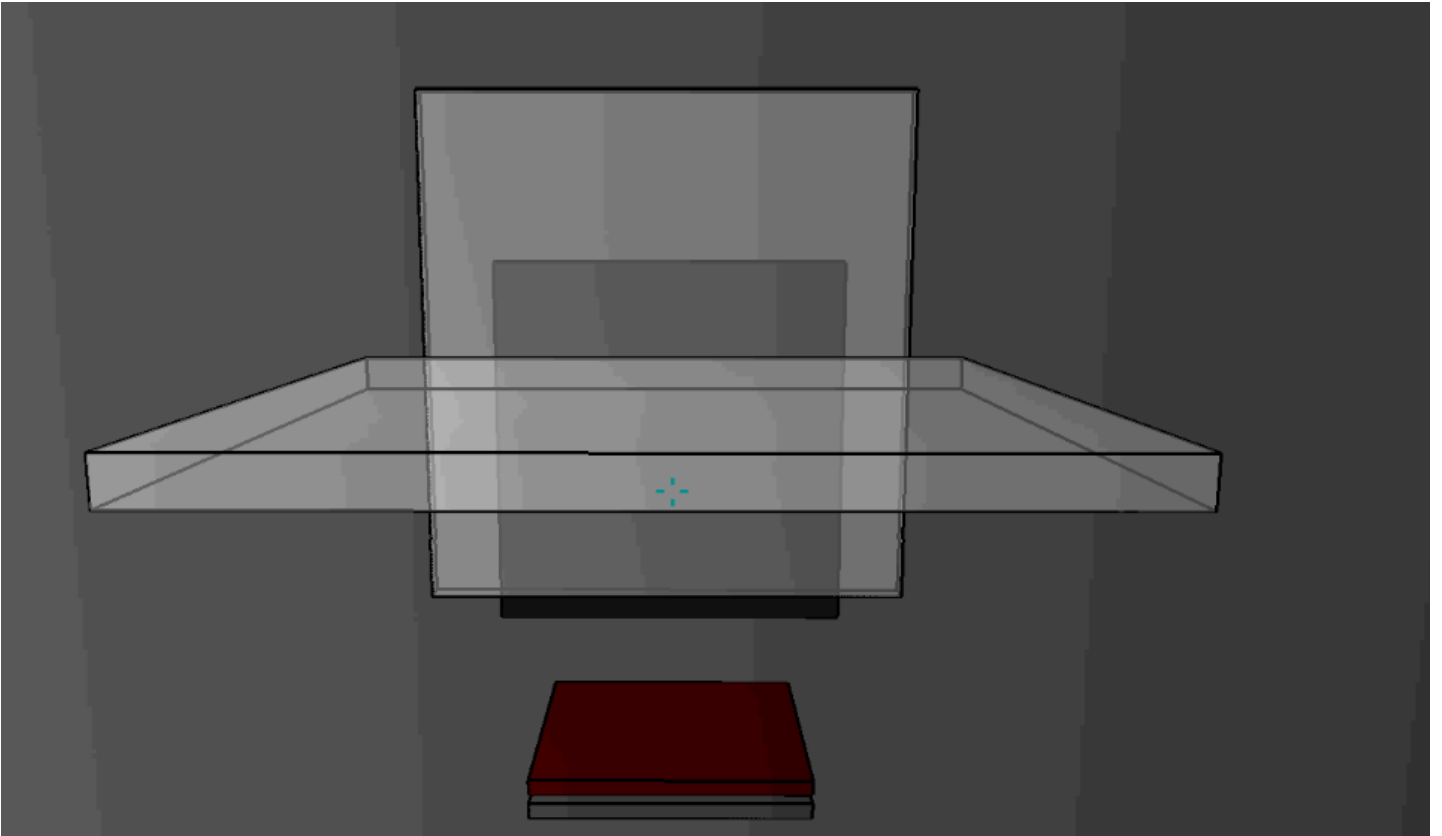
End Node – Provides the player a goal to reach



Turrets – AI enemies that disorient the player



Turret Shots – Easily seen projectiles that target and knock off the player from the level



Phase Nodes – Act as both obstacles and world geometry, but are able to alter their collision properties with the player