

Object Name:	Example Object
Purpose:	What is the object for? <ul style="list-style-type: none"> - A late game enemy that is good at long range. - A random interactable object the player can't do anything with other than throwing it around. - A mid-range weapon good for killing flying enemies.
Visual Description:	What does the object look like? What kind of particles does it emit?
Animation:	How does the object animate? How does the object move? How does the object feel in the player's hand?
Sound:	How does the object sound while doing what?
Behaviour:	How does the object behave on its own and/or when the player interacts with it?
First Encounter:	When, how, and/or why does the player first encounter this object?