

## Initial impressions of the game from the first 5 hours of play and wishlist

NOTE - this is based on the initial hours of play and so things written about here may be addressed later on in the game and I just haven't gotten to it yet.

### LIKES

- early on, there was a moment when entering a mansion (the one with the rapier in the glass case), while exploring I made a lot of noise and I could hear zombies scrambling around upstairs and racing away. The sound in this section sounded very much like it was coming from upstairs in another area of the house and was very immersive and situational.
  - ✗ I later realized this was scripted but if this incorporated as a kind of sound mechanic it would really add to the immersion and horror atmosphere but would also help in players situational awareness of where zombies might be coming from.
- generally, the interior environments look very nice, especially the lighting with nice prop and set dressing
  - ✗ however, the mirrors in the game use a low res static reflection map that does not reflect the player and you can tell is not a real reflection anyway. All games compromise when it comes to mirrors but I think just having a fuzzy, non reflective or rough surface, would be better.

### DISLIKES

- The game lacks creative ways to engage with the zombies in combat except in a few very prescribed ways. It lacks ways for players to creatively express themselves through combat.
- With this being a melee combat focused game, it really could use some variety in the melee attacks, special moves and abilities.
- I don't like that barrels of gas can't be kicked around or picked up and placed strategically in the environment.
- At the moment, skill cards just give generic stat buffs and are not very exciting.
  - They also are not very specific, I think attaching a number or percentage of some kind gives the impression of it being more useful, the bigger the number the better obviously.

### WISHLIST

#### Character Progression/Skills/Abilities/Stats

- regenerate stamina at a faster rate when standing still/crouching

#### Crafting/Economy

- a way to repair weapons without the workbench? Some kind of repair kit, an inventory item that can be crafted and stacked up to a limit, basically a medkit for weapons.

## Weapons

- Ability to craft traps and contraptions that enable inventive and creative ways to deal with enemies
  - Bear traps
    - upgrade so that instead it maims zombies instead of just trapping them temporarily.
  - glue trap
    - same as above but over a wider area
  - trip wire activated booby traps that detonate an incendiary, electrical discharge or acid trap
  - chained electrical discharge weapon that jumps to multiple enemies from an initial hit target
    - ability to upgrade this so that it chains to more enemies at once.
  - devices that can be thrown onto zombies or placed in a zombies mouth that can be remote detonated or hit with a thrown melee weapon/physics object.
    - would really create more of an immersive sim feel where you can weaponize the zombies to your advantage.

## Weapon ideas

- boomerang blade (basically the throwable spinning weapon Blade uses.)
- cast-iron frying pan
- chain mace

## Enemy types/Behaviours

- more enemy interactions with each other in terms of their ability to effect each other physically.
  - Zombies that can inadvertently damage each other while attacking/pouncing or falling into each other, other than when the ground stomper guy does his attack.
  - Fallen zombies can be tripped over by other zombies.

## Combat

- special melee moves for each character
- unique special moves for weapons
  - unlock more as you upgrade weapons, leads to spending more upgrading a particular weapon over others, a way to specialize in a particular weapon.
- more physics interactions
  - the ability to pick up and throw small physics objects in the world that do small, medium or even zero amounts of damage depending on the size of the object. This can create a stun effect or distract the zombie while attacking giving more time to dodge. It is also just fun to do.
- dual wield weapons
  - have two different weapons in each hand
  - you can still throw but you throw the weapon in your off-hand.

environment/levels

- being able to shut doors?

Random stuff

- name weapons
- Add random trinkets/charms to weapons
  - gives some kind of unique buff?