Movement

* Wasd
* Shift to holster/draw
* Camera moves to show more in the direction the player is facing

Aim

* Mouse crosshair when gun drawn

Interactions

* Window
  + Looks through window, switches cam to window scene
* Tacview computer
  + Switches cam to tacview scene

Planks

* Picked up off ground
* Can be placed on windows/doors in windowview or indoor view

Doors

* Open
  + Opens door away from player
  + Knocks away zombies on the other side
* Close
* Background doors: enter
* Barricade with planks

Stairs

* Interact to teleport to higher level in house