Mechanical interaction brainstorming

vulnerability - enemies have a specific weakness when the player engages with this mechanic

resistance - enemies use the mechanic to counter the player and make them engage differently

pon - pro/con, gives benefits and drawbacks simultaneously. leading to interesting choices

* aim
  + vulnerability
    - weak enemies are especially vulnerable to high penetration weapons
  + resistance
    - causing player to change where they are aiming
      * ceiling goblin
  + pon
* precision of aim / accuracy
  + vulnerability
    - bonus damage to specific (typically smaller) damage regions
  + resistance
    - greatly reduced damage unless hit in specific regions
  + pon
    - enemies enter a much more dangerous enrage state when hit in crit spots
      * basic zombies (after stun wears off)
* statuses
  + vulnerability
    - apply specific statuses to allow for weak point damage or escape
      * tank guy - stunning him allows the player to reposition
  + resistance
  + pon
    - enemies enrage after being affected by severe debilitating statuses
      * basic zombies
* limb damage
  + vulnerability
    - breaking limbs makes an enemy much weaker
      * basic zombie - broken legs means they move slower
      * broken arms means less damage to doors and inability to grapple
  + resistance
    - crippling an enemy fully removes that damage region
    - breaking a region makes an enemy more aggressive
  + pon
    - breaking critical points removes that damage region, and therefore any damage bonus from hitting it
* window shooting
  + vulnerability
  + resistance
    - enemies require more resources to be killed at windows
      * shield guy
  + pon
    - enemies easier to kill in the windows, more dangerous if they get inside
      * scouts
      * board breakers
* melee
  + vulnerability
    - some enemies especially vulnerable to melee, whether with damage or statuses
  + resistance
    - longer enemy reach forces players to use ranged weaponry
    - risk of being grappled
  + pon
    - no ammo used, but can be dangerous if used against large hordes since with too many zombies, the hit does not affect them all
* shoving
  + vulnerability
  + resistance
  + pon
    - enemies vulnerable to shoves, despite that stopping the player from shooting
      * sprinters - rush forward and force the player to use ammo on them or shove them down, shoving them means that the player has to stop shooting
* traps
  + vulnerability
    - enemies especially weak to traps
  + resistance
    - enemies that hurt the effectiveness of traps
      * scouts
  + pon
    - traps take resources and need to be defended, but can cause large amounts of damage
* holster/draw movement speed changes
  + vulnerability
  + resistance
  + pon
    - enemies that can catch the player when gun is drawn, but can be escaped when it is holstered
* doors
  + vulnerability
    - enemies weaker after the player escapes through a door
    - enemies with low damage to doors
    - enemies grouped behind a door get hit by the same trap
  + resistance
    - enemies with high damage to doors
  + pon
    - can be durable barriers, but if broken, are costly to replace