Zombies

* Actions
  + Slash
    - Swipe with the arms
  + Grapple
    - Grab player and bite them
    - Player can shove them off
    - More zombies can join the grapple, up to 5 where the player instantly dies(?)
* States
  + Crawling
    - Legs broken or removed
    - Crawls on ground at slower speed
  + Stunned
    - Zombie wavers back and forth to try and not fall/topple backwards
    - Occurs when a brief pushing force impacts the zombie at torso/chest level
    - Continued stun damage will turn this into a fall
  + Alternate Stun: flashbang
    - Zombies cover eyes with hands and waver back and forth, as if their weight is involuntarily leaning backwards but their legs aren’t stumbling back
    - Same properties as stun, different visual
  + Stumble
    - Zombie doubles over to regain balance
    - Trips briefly, moves at slower speed until recovered
    - Continued leg damage will turn this into a fall
  + Fallen
    - Zombie falls forward or backwards due to continued stun or stumble damage
    - Zombie gets up and stumbles forward for a brief speed boost
  + Burning
    - Zombie is engulfed in flames
    - Shakes off the fire after a brief time
    - Gets a short speed boost after it extinguishes itself
      * Lunges forward while shaking violently, stumbling forward
  + Enraged
    - Occurs after a headshot stun
    - Zombie roars and charges forward a short distance with its arms out before stumbling and moving normal again