Notes for game feel from Deathloop

* While standing, hands and weapon slowly move up and down in time with the character’s breathing
* Weapon tilts left and right if the player is strafing left or right (might also work for forwards and backwards movement as well)
* Hands and weapon jolt down upon landing before returning to normal position (i.e. inertia in movement, this needs to be accounted for to make the movement look better)
* Player’s kick appears to be a simple straight forward attack to where the reticle is pointing. To emphasise motion and force, player’s hands move back to show off the foot more, and the player’s camera jolts around to signify the player putting their entire body weight into the kick.
* Sniper rifle scope animation, when finished, will swap between the actual gun model and a HUD overlay specifically optimised for sniping. The animation uses a rapid, barely noticeable blackout flash once the scope animation has completed, to conceal this switch. I have a similar mechanic implemented already, but with a slower fade in and out for the black transition.
* When aiming at something hackable, a unique sound effect plays. A similar system could be used to have different sound effects for different types of interactable objects.
* Multiple effects when crouching – hands and weapon move closer in towards the player, and a dark blurred effect appears at the bottom of the screen to make it feel more confined. Dishonored also had a small icon that appeared to show you were crouching.
* A HUD marker appears and a unique high pitched tone reminiscent of radio interference plays when an enemy is killed. Half-Life 2 does a similar thing where a heartbeat flatline noise will play when the player kills a Combine soldier, along with a death rattle and staticky words coming through their radio. I have a similar system set up for whenever the player deals damage, with different markers for normal and critical damage, but a distinct one for killing an enemy feels very important.