Visual effects to add to FPS

* Add player damage markers back in (they were implemented in a dodgy way that has presently been removed but not replaced with anything)
* Fix bullet decals so they appear more prominently on surfaces
* Add visible recoil to gun
* Ensure that sway, drag and other cosmetic values apply to the camera instead of the torso transform, when the player is aiming down the weapon’s sights
* Add ability to stumble/knock back enemies (seems like a superfluous mechanic but necessary for more intuitive aiming because enemies don’t constantly dart about like mosquitoes)
* Have enemies jolt back from the force of being hit with an attack.
* Enemy pain noises
* Enemy death noises
* Enemy footsteps
* Enemy attack telegraph noises
* Have screen/aim be jolted when the player takes damage