Action Indicators:

* Death:
  + When you die, the game slows down to about 10 fps and shows the character falling to his knees then to his face while his guns fall to the ground. The text “The Dungeon Defeated You” pops up in big red while the small text saying “Preparing for reconstruction” appears below it in white.
  + Stretch: The background fades to black, leaving the character and the text one screen while blocking everything else out.
* Out of Ammo:
  + Text appears above the character once they have 30% ammo capacity left telling the player “Reload Advised (R)” until empty.
  + Once the player runs out of ammo, the text now says “Reloading” with a rectangle below that slowly fills up depending on reload speed.
* Weapon pickup:
  + When over a new weapon, the game displays
    - Current weapon stats on the left
      * Better stats than new weapon in green
      * Worse stats than new weapon in red
    - New weapon Stats on the right
    - Text underneath Current saying “Current. Q to switch”
* Healthpack:
  + When you pick up a health pack, your health bar will glow and make a “Health increasing” sound.
    - Large health pack will make a louder longer noise and the health bar will glow longer.
    - Smaller ones that only regen on little bar with have a small noise and a little glow.
* Reload:
  + A bar will appear below the character's feet and start empty and go to full, to show the reload time. Also player a reload sound
* Shield:
  + When the character takes damage, plays a shield damage noise.
  + When the shield is gone, the screen with flash red a couple times and have a beeping sound. Similar to Halo.
  + Shield going up sound
* Health:
  + Take damage the character flickers red and makes the damage taken sound.
  + The health bar also flickers on damage.