“Minigame” of sorts, where 2.5D RPG elements are put into use – Scavenging towns/locations for loot and killing enemies.

Mutant/enemy can net:

* Basic crafting resources for primitive use.
* Bad meat (requires processing).
* XP for character
* XP for weapon

Weapon progression: at least 2/3 crafting slots for weapon for improvements.

Putting special enhancement on melee weapons will turn them into fire/cold/energy/corrosive weapons.

Reasons for scavenging:

* XP (requires an interesting leveling system)
* Food resources (requires not annoying food system)
* Quests (requires quest system robust enough not to be too repetitive)
* Components for crafting (requires crafting system)

What to do outside of scavenging:

* Multiple upgradeable safehouses, to encourage moving around
* Research <- no idea how to implement it yet
* NPC management in safehouses – to get new gameplay features unlocked (cook, doctor, mechanic etc).