Notes on HZD

Character

Projectile types – Tear, fire DOT, corruption Hack, shock Paralysis, freeze increased damage

Ropercaster

tripcaster

Sling – Grenades. Shorter range, heavy arc. Splash damage. Limited ammo

Proximity bombs, sticky bombs

Rattler – shotgun

Traps

Scan – weakpoints, AI paths

Movement - Move, roll, jump, slide, climb

Enemy –

Explosive – blow up cover

Normal machine gun

Charge

Jump

Modular enemy –

Main piece – Spawns modules, attaches modules to itself, can move and has AI

Module types –

Module holder – spawns more modules

Armour – Protects the core

Weak spot – Explodes and damages other parts

Machine gun – Rapid fire, weak bullets

Missiles – Large, slow projectiles that explode and can remove cover

Feel –

Shooting –

Zoom

Screenshake

Particles

Knockback