Gameplay Affecting

Damage dealt

Knockback vector

Hitstun

Blockstun

Melee/Projectile

Hitlag(for melee) [Implemented by setting player.anim.enabled = false briefly]

Attack Priority

Shield damage = Damage?

meter gain-Mostly small (maybe interact with the current amount of meter)

Aesthetic:

Effects (Lit on fire, etc.)

Stretch goals:

Knockback type (reeling, stagger)

Blockability (high, low, mid, [air]unblockable)

Stale moves