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| --- | --- | --- | --- |
| **Placeholder Name** | **Effect** | **Affects Player/Enemy** | **Purpose** |
| Holders | Stops the Player from getting pushed by their weapon for a few seconds | Only Player | Offers a way to counter the kickback mechanic. Can also be used to trap the player, making him vulnerable to enemies. |
| Bouncers | Bounces the player back from the direction he touched it, or at another angle | Only Player | Offers alternate ways of movement. Stops the player from camping in a corner. Used for “Platforming” |
| Pickup Holdres | Offers a random pickup to the player | Only Player | Generic powerup/pickup spawner |
| Spike traps. | Damages player/enemy if they stay over it after 0.5 seconds | Both | Stops the player from staying in that spot. Can be used both against players and by players. |
| Hollow Walls | Can be destroyed by the player. Method of destruction TBD | Only Player/Both | Can be used to hold secrets, powerups, pickups etc. |
| Firestone Floor | Damages player when he lands over them | Only Player | Used in level design. Can be paired with bouncers to create additional challenges for players. |
| Firestone Walls | Damages the player if he stays in contact with them | Only Player | Address the issue of the player camping in a corner of the level, negating the kickback. |
| Lures | Attracts the enemies away from the player for a few seconds. Activable by the player by “destroying” its 1st state. | Only Enemy |  |
| Shrines | Restores player HP and gives them a temporary buff. | Only Player | Method of healing. |
| Shops | Allows the player to trade. | Only Player | Allows the player to change pickups, get new pickups or heal |

**Environment Elements Design Concepts**

**Please note that the elements in this list are in a conceptual phase and will be further developed and integrated with the other designs of the game upon approval by the team.**