# Potential Player Exploits

Please note that while this list below is not a comprehensive analysis of all potential exploits or behaviours, it tries to detail some of the more obvious issues so that mitigations can be put into place before playtesting fully begins. Moreover, it also does not imply that all listed behaviours are undesirable and problematic.

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| **Expected Behaviour/Exploit** | **Suggested Fix(es)** |
| Player character backing into a corner and endlessly shooting to kill enemies | * Bouncy Walls (either a specific wall type or all walls have a certain amount of rebound) |
| Player mashing the shoot button to quickly kill enemies without considerations for the kickback mechanic | * Adding of a slight ‘cooldown’ between shots; number has to be high enough to prevent endless spamming, yet also low enough to allow for expressive movement |
| Player is passive and actively tries to ‘dash’ through dungeon rooms without attacking enemies | * ‘Locking’ rooms down until all enemies have been defeated (closing doors) * Making fair sized rooms with plenty of cover |
| Player character stays almost entirely stationary and waits for enemies to get close; ‘camping’ | * Varied enemy design and placement inside of rooms (e.g. sniper units to keep player moving) |