Weapons and Gadgets

Aim:

Weapons should not become obsolete as game progresses

All should be useful in some way

Not overpowered or underpowered

Ideas:

Sentry gun

Decoy (Blow up doll)

Traps

Bombs (Remote/timed)

Grapple hook shot

Cryo bombs

Remote controlled scout robot

Generic pistol (Infinite)

Generic semi automatic gun

Generic flamethrower

Chain lightning gun (?)

Melee weapons - Machete, chainsaw etc.

Weapons system:

Gun individual level up system to choose different attributes (e.g. Turrets would have either level up in duration or damage)

Make weapons with random lab equipment

Scenarios for strategy

Help engineer fix elevator whist defending him

Escort someone to point A to B

Waiting for elevator

Timed door closings (Like in Zelda where you have to rush to A to B)

A level where camera’s/other sentries are against you. Use computers to shut down

A level where you lose all weapons and zombies are looking for you. Hide in lockers, tables etc. and reach staircase

Invisible zombies (?)