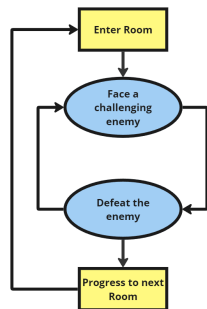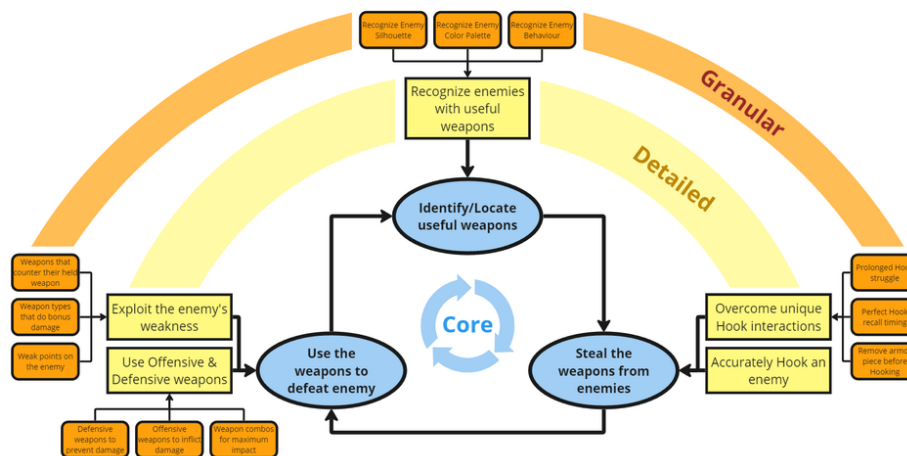# Gameplay Loop

High Level Gameplay Loop:

- The player enters a room or scenario
    - The player fights a challenging enemy
    - The player defeats the enemy
    - Repeat until room/scenario is clear
- The player exits the room and progresses the level

Core Gameplay Loop:

- The player faces a challenging enemy
- The player identifies or locates weapons that will help them fight the enemy
- The player steals those weapons from other nearby enemies
- The player uses the stolen weapons to defeat the enemy

Detailed Gameplay Loop:

- The player faces a challenging enemy
- The player recognizes nearby enemy types, identifying the weapons they have
- The player accurately hooks nearby enemies to steal their weapons
- The player overcomes the hooked enemy's unique hook interactions
- The player utilizes the unique Offensive or Defensive properties of their stolen weapons to succeed in combat
- The player exploits the enemy's weaknesses to succeed in combat

Granular Gameplay Loop:

- The player faces a challenging enemy
- The player recognizes nearby enemy types and identifies their weapon based on
    - Silhouette
    - Color Palette
    - Behaviour
- The player steals useful weapons from nearby enemies by overcoming their unique hook interactions
    - Prolonged hook struggle
    - Perfect hook timing
    - Removing enemy armor before hooking
- The player uses the Offensive or Defensive capabilities of their weapons to succeed in combat
    - Using Defensive weapons to prevent damage
    - Using Offensive weapons to inflict damage
    - Combo-ing weapons for maximum output
- The player exploits enemy weaknesses to succeed in combat

- Weapon counterplay
- Weapons that do situational bonus damage
- Enemy weak points