**Sticky grenade ideas**

* Find the code that causes the nailgun projectile to follow tagged enemies (for sticky stuff)
* When a dropped object/grenade/ragdoll STOPS bouncing (physics shutdown) 🡪 do that call to make sticky on a collide AND bind the model movement to the collision object

**Spell selection/activation**

* What calls state\_fire (use that for the new spell ui)

**Sticky distraction camera**

* Use teleport code to determine despawn/respawn of camera pov

**Flashbang grenade**

* Use iron maiden/grenade splash damage radius code to determine flash bang washout (or double vision)
* Something handles the FOV because that tells the graphics what to bother drawing and what’s visible