

Object Name:	Mr. Hack'n'Stab
Purpose:	Melee weapon and a general tool the player uses to interact, fix, deconstruct, modify, etc... story objects in the game.
Visual Description:	<p>Wrench/Axe/Wire-Cutter on one side(see reference pics), a tangible grip in the middle with a ratchet wrench hole (would make a cool ratchet sound when spinning it) to stick your finger into and spin the tool with the flick of a wrist to quickly access the other side, which is a spring loaded knife with a flathead screwdriver tip.</p> <p>The tool is beat up and has lots of wear and scuffs on it.</p>
Animation:	<p>Blunt attacking will cause a powerful swing with the ase side of the weapon.</p> <p>When stabbing, the weapon in raised up to the side and jammed down quickly.</p>
Sound:	Simple swoosh for the swinging and stabbing motions, with a soft grunt from the player and the arm's cloth sounds.
Behaviour:	<p>Left-clicking with it will cause the player to perform a blunt attack with the wrench/axe side, while right clicking will cause the player to perform a stab attack with the screwdriver end. This is essential to killing some enemies and hitting their weak spots.</p> <p>Both the left-click and the right-click attack will do different amount of damage to different parts of the enemies.</p> <p>This is different for each enemy and some enemies might require you to attack them in a certain spot with a certain attack before you can deal ANY damage to them.</p> <p>When interacting with story objects in the world, like hacking into a computer or modifying a vehicle, the player performs an animation where he uses this object in a fitting way (screwing something in or hammering something).</p>

First Encounter:	Player is introduced to this object during the introductory cutscene and the first few tutorial tasks, where they have to use it to fix, modify, or repair something and where they need to attack the tutorial enemies with it.
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Multi-Tool

- Has a Wrench side, but also a screw driver side and maybe more
 - This is switchable between a blunt attack and a stab attack, based on what enemies you are up against or what part you have to attack
- Can be shaped really funky and unique looking
- When she uses a different part of the tool, she could have a cool switching animation (as if she was doing a butterfly knife trick)

