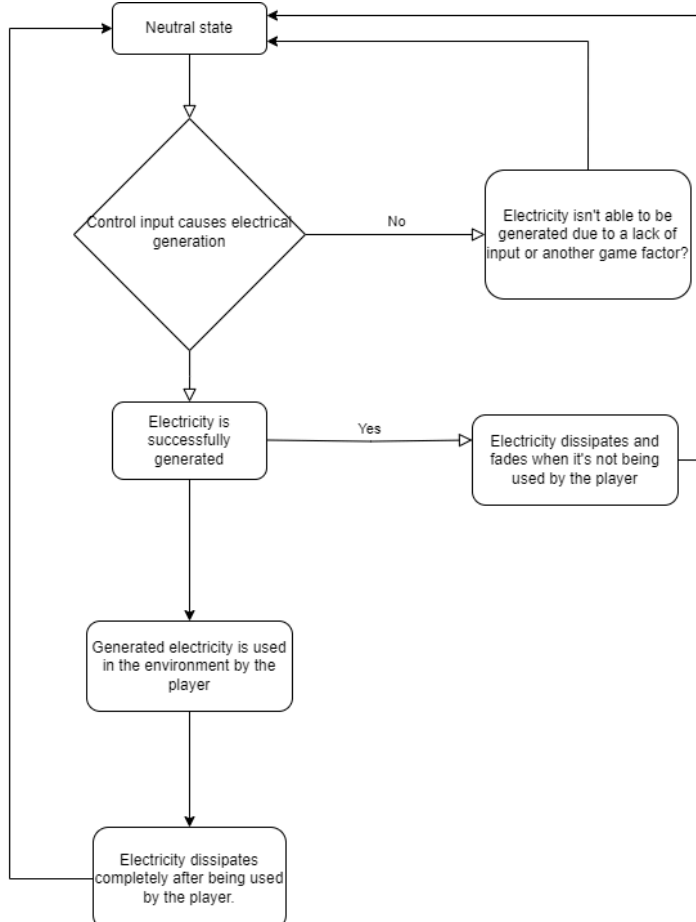Xavier Chico

W5 - Interactions part 2 - Solo Implementation

2/21/24

Human Conduit interaction - Description

- A simple interaction that I've had in mind is simply creating a human conduit interaction. The interaction itself is quite self-explanatory. It simply gives the player a mechanic to generate electricity within their body to be used to interact with the world. This could be done with a specific control input or motion that can be one by the player.

Diagram of interaction
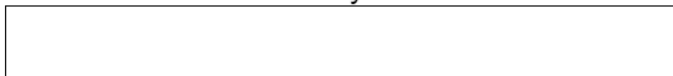
Wireframe UI

Player health

Player status

Field of view

Electricity meter

Controller map

Discharge/
use electricity

Movement
navigation

Electrical
Generation

Camera
navigation