LockPick Game

The lockpick game I made is based off of the minigame used by many Bethesda titles including: Skyrim and most Fallout titles. You can break the lock by swiveling the mechanism whilst having your lockpick tool in the right angle to successfully twist the mechanism in a complete horizontal. This is made difficult by the randomly organized mechanisms that will put restraint on your pick if it is not in the right position, too much strain would normally break the pick but that is not implemented here.

“D” Button is used to test the lock while the mouse is used to align the lockpick if the lockpick is lined correctly while the lock is tested you will succeed. This is decided by a Mathf combination with eulers and a “LockRange” which is random and has a narrower margin of correctness as the difficulty increases as well as giving you less time to succeed.

A slider is added in with the difficulty that can effect the player’s “skill” at handling locks similar to a lockpicking stat in most Bethesda games. This is used to go against the difficulty set by the lock and make it easier for you despite what it is set to.