**GAMEPLAY DOCUMENT**

**FOR KERA-PART 06**

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# **CHARACTER MANAGEMENT**

In this part, we will see the mechanics related to the management of the character especially: hunger, thirst and tiredness. This remains general mechanics and we will not see here all that concerns the personalization of the specials skills of the characters. Imagine these three mechanics like how the battery of your cell phone works. When it is full, the phone operates normally. But do not become overpowered. And the more you use your phone, the battery discharges accordingly. And will ask that you reload it.

## **HUNGRY**

The character must eat constantly in order to remain at full potential of his form. He will have at his disposal various foods: chocolate, fruits, etc. It does not matter, from the moment the animation does not take a long time. He will not sit down with a plate of noodles or a roast beef.

Depending on the food, the result will be different. If he eats chocolate, his hunger bar will drop faster than if he eats a papaya or a pineapple. It is by way of example, of course. We will have 4-5 different foods that will give a recharge percentage on the different hunger bar. The price will be consistent as well. The food has not yet been decided, so the proposals are welcome.

The more the player becomes hungry, his aim becomes unstable. We can help the user to realize it by making the character speak: "I'm hungry" ... "Something to eat" or by making the screen blurry. And accumulate the hunger of the character intervenes on his gauge of tiredness.

Food can be purchased or picked up. It can be exchanged or donated. However, it can not be sold.

## **THIRST**

Same principle as hunger except that accumulate the thirst of the character to an incidence on the damage that inflicts and makes tumble the tiredness of the character. When the character becomes hungry, his thirst increases faster. And when he eats, he must quench his thirst.The list of drinks and the effects are not yet specified.

## **STAMINA**

When the character moves, his stamina falls. The more active it is, the faster the bar decreases. So he has to rest from time to time. But, it is during the fighting that it becomes interesting because the bar falls very quickly. When the bar reaches zero, the character stops moving. It becomes easy target in combat phase. The more a character dies, the harder the game becomes for the entire team. This is where the team game should take place. Protect a teammate while he catches his breath. Finding his stamina will not take fifteen minutes but will require you to stop shooting for a short time. On return, you will earn a few recovery points.

The character can stop and see his stamina rise at a steady speed or he can inject adrenaline to accelerate the process.

Using too much adrenaline gives a buff of displacement but the character takes a big fall on its bar of life and on the value of its stamina.

* The first injection reassigns all your stamina points.
* The second injection if done in less than 2 minutes, attributes to the character all its points but the total value decreases. It is not yet fixed. And so on. A minimum value is set. The stamina will not be able to exceed this value even if the character uses adrenaline later.
* To recover the total value of this bar, you will have to go to the A-BOXX and rest there. But it costs a few credits.

The number of purchasing adrenaline injections should be limited to A-BOXX or limited in the inventory.

## **SPECIAL MECHANICS**

* Adrenaline does not heal. It is impossible for the character to regain his life by injecting adrenaline. Allowing it will unbalance the game and the doctor will no longer serve anything.
* Only the values of hunger and thirst diminish outside the combat phases. Stamina decreases but not so fast.