I chose to use a continuous locomotion system, because in the complete experience the player will be running bases, which shouldn’t be overcomplicated by anything too fancy, but also wouldn’t be as exciting with a teleportation system. That means I’ll have to make sure the diamond isn’t too big so that the player doesn’t have to spend too long in motion and get nauseous.

The button is very simple in it’s function, which is pretty much how I want the interactions to be, for as much as they can be. Whatever ui I use in the focus project to launch the ball may function a bit differently, but the core concept should stay the same, as in being something that is very clearly a button that should be able to be pressed by your hands or the bat or anything. The physics of the bat and ball could use some tuning, to say the least, but I have a better idea of what I’m dealing with now. I chose those interactions because they will definitely be the most basic but also central in my focus project.