

Feature Specification – Regeneration Ability



Everything that follows only applies to stage 3

The regeneration ability is **not** available in stage 1 and stage 2

1. Functionality

Activated by holding down R

Can **only** be used while the player is on the ground

Game view is blurred (UI is not) and regeneration screen effect is shown

Health bar is shown if it is not visible already

Control is taken away from the player (aiming, moving, jumping, shooting is no longer possible)

- Any movement is stopped immediately

- Pause menu **cannot** be opened while regenerating

Health regeneration starts once the screen is fully blurred

- Player regenerates X amount of health points every Y seconds (e.g. 20 hp every 0.2 seconds)

Releasing the R button **or** receiving damage ends the regeneration process

- Health regeneration is stopped immediately

- Player keeps the health points they regenerated so far

- Regeneration screen effect is hidden again

- Game view fades in (gets unblurred)

 - Much faster than fade out (blurring)

- Player only regains control after the fading in has been completed

 - Player **cannot** start regenerating again until the screen faded in completely

Health bar remains visible for a certain time after using the regeneration ability

- Further explained in the UI specification document

Game is **not** paused while regenerating (enemies still move and attack)

No cooldown on this ability (other than waiting until the screen faded in again)

Regeneration ability can also be used with full health points

- Just does **not** have any useful effect

2. Exposed variables

Fade out duration (float)

- Time it takes to transition from the game view to the 100% blurred version

Fade in duration (float)

Time it takes to transition back from the 100% blurred screen to the game view

Regeneration tick rate (float)

How much time it takes from regenerating a chunk of hp to regenerating the next chunk

Health per regeneration tick (integer)

How much health points the player regenerates per chunk

Health bar visible duration (float)

The time it takes after ending the regeneration until the health bar is hidden again (unless it needs to be visible for the combat system)

3. Ideas for the future

Blurred screen could be tinted in a certain color

Regeneration screen effect could pulsate somehow