

First-Person Dashes – Research

Two main problems right now:

1. Dash feels disorienting
2. Dash is not useful

Aspect 2 might be fixed already because of the size of the level, the cooldown indicator, and better feedback when an enemy is going to attack

Dash probably should not be instant, more like moving very fast without being able to change direction for that timeframe

Maybe dash should also work when you're standing still

Maybe dash should be based on camera direction, not movement direction

Maybe sideways distance should not be same as forward or backward

Wider FOV might help

Consider whether additional button is needed, maybe just double pressing movement buttons

Jett (Valorant)

Goes in the direction you're moving

Forward if standing still

Screen effect, white lines

Go in the opposite direction of where you're dashing

Arms move outwards (like swimming) to emphasize the motion when dashing forward

Different animation when going in another direction

Arms move in the opposite direction of where you're dashing

Not instant but quite fast

Slows down just before the end (almost unnoticeable)

Diagonal dashes are possible

Plays the animation and screen effect of the forward or backward version, respectively

Tracer (Overwatch)

Activated with LEFT SHIFT

Always goes in the direction you're moving

If you're stationary, it dashes forward

Stores up to 3 charges

Traverses 7.5 meters in 0.1 seconds

Majority of the dash is instant

Slows down for the very last part so some movement is visible

Screen effect, white lines at the edges

Arms push forward, emphasizing the motion

Field of view increases (or decreases, not really sure) and then returns to the original value as you dash

Dash in Unreal Tournament

Not instant

Double tapping movement keys activates it

Some velocity upwards is applied, like lunging sideways somehow

Feels a bit more natural and makes sure you don't dash and immediately start falling afterwards

No screen or camera effects

Celeste

A timer is set, her hair turns blue, and she's given a set velocity in the direction you were holding when you hit the button. The timer then starts counting. For .15 seconds you have no control over Madeline, but then the game gradually gives control back while also decreasing her velocity until you have full control again and her normal state is reinstated. It's all over in well under a second.

Gradually giving back control towards the end of dash

Similarly, if her dash will slightly clip a wall, the game will correct her course so she isn't stopped dead.

Dash course is corrected

In the same way, Madeline is in her full dash for only .15 seconds, but you really feel it, supported as it is by various visual effects, such as a flurry of particles that appears in her wake and screenshake which moves in the direction she dashes.

Impact is emphasized through VFX and screenshakes

Dishonored blink ability

Right click freezes time

F cancels blink

See preview of your end location (particle effect)

Location depends on where the camera aims

Does traces to put player on the ground

But generally also goes upwards

Travels very quickly

Edge of the screen becomes blurry