**The Player| Mechanics**

**Name: J**

**Story:** He’s a bioengineered human part Project Perfection. He is sent out to gather pieces of an ancient Alien AI spread across the solar system(Galaxy?) He’s the tenth iteration of the program and the only one so far to show promise in his quest. When he dies he is remade by his creator and sent back out, retaining his memories through a cloud system.

**Aesthetic:**



(*Work in Progress*)

**Health(200):** Increases as you progress through the planets. Starts off pretty low to incentivise learning the shield mechanic. Small health packs appear at the beginning of each dungeon depth, to help a little bit. But other then that, health packs are unreliable and using the shield is a far more sustainable strategy.

**Shield(See Loot for health):** A toggleable ability that’s always present. Allows you to take damage without harm to your health pool.

* Mechanics
  + Active:
    - Can’t attack while it's active,
    - Drains its own health slowly.
    - Taking damage reduces its health for that damage
  + Recharges when not in use
  + When broken:
    - By taking damage that depletes its total health sets it on delay then starts to regenerating
    - Taking massive damage delays it longer
    - Taking really massive damage sets it on a huge delay
  + Can’ take health damage at all when blocking with a shield, no matter how much damage you absorb. Even if the shield absorbs more than it has health.
* Visuals
  + When active, covers player with a blue circle
  + When broken it pops off with an animation
  + More broken it is, the larger the popping off animation.
* Loot:
  + Different versions that operate on several stats.
    - Fast(150 Health): Lower health, so they can’t take much burst damage but the recharge fast and have lower delays when broken.
    - Medium(200 health): A bit between fast and Slow.
    - Slow(250health): large health pool, but slower recharge speeds and longer delays when broken.

**Movement:**

* Walks around, can't jump.
* Standard movement.
* Feels smooth, stops when the player stops moving, a little delay as possible to his movement. He’s dodging gunfire. He needs to be really precisely controlled.
* He moves fast regularly, increasing his speed the more you move to left stick to the edge of the controller.
  + Technical:
    - Dual Stick movement. One stick moves him, the ther allows him to pick a direction to shoot.
    - On PC, just use WASD for movement and the mouse for shooting direction.

**Combat:**

* He can shoot independently of moving, thanks to the dual stick.
* He has no recoil to shooting regular weapons. Bigger weapons might have knock back.
* He has infinite ammo, but has to reload. This takes away the problem that BorderLands has in which you have to put yourself in danger to get ammo. When he reloads, a bar appears on the player and slowly fills as the player reloads.

**Inventory:**

* Locker:
  + Safe that holds backup weapons and shields. Always accessible. Think of a cloud service that holds physical items.
  + Can always switch out weapons on pickup.
* Abilities(Work in progress): The player can equip one ability that they choose. When they find a new one, they can switch for a different one or keep the one they have.

**Death:**

* Death spawns you at the ship, forcing you to enter the beginning of the dungeon again.
* When you die, the game takes the currently held weapon and trashes it. The secondary weapon replaces it on spawn.