Game Document

1. The lock I have created is a medieval lock based off the Skyrim locks.
2. I have a difficulty system which is undetected in the beginning until you scan the lock, the locks color (easy: green, normal: yellow, hard: red) will change based on the level and you can see the level on difficulty on the top right.
3. When you scan, you get a percentage of there the lock is if you land close to that percentage you will break through the lock.
4. Your scan is your most important tool, you only get 3 scans and those scans will tell you the difficulty and based on the difficulty the percentage to aim for, meaning easy will tell you the percentage, normal will tell you if it’s on the left or right, and hard will tell you nothing.
5. To make things harder you will only have 1 minute to break through 3 locks with only 3 lives or picks as they break after each time you fail.
6. Since the scans only tell you a percentage from 0 to 100%, all you have to do is land close to whatever it is, meaning you have to use your eyes to gauge where it is. Also you have to hold down the space bar as the lock rotates 90 degrees like in Skyrim, meaning you have time to stop and go back if you wish to move you pick around.
7. There is a bug where, when you click the scan button, the button is still highlighted so when pressing another input key, the scan activates. To fix this you have to deselect the button by clicking an empty space somewhere on the screen.

Objective: Open all 3 locks with only 3 picks (Lives), within 1 minute. You only have 3 scans as well.

Inputs:

Use left or right arrow keys to move picker left or right.

Use space bar to turn the lock.

Use left click on scan button (Click an empty space to deselect scan button).

By: Ekdeep Deol, 101057906