## Boomerang teleporter
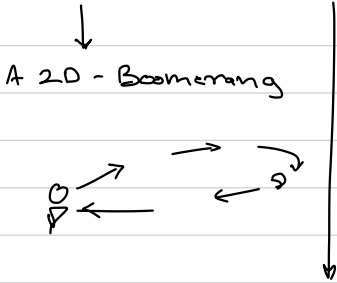
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A 2D - Boomerang

○ The aim of the Boomerang can work in 360° based on mouse movement.

○ The Throw with left mouse button
○ The Teleport with Right Mouse button

Teleport to current location of Boomerang.

○ We must be careful of the player experience and how additional mechanics would be handled with player input.

## The ISSue of hitting walls and objects
(Just bounce and return) (we could and probably would have breakable objects)

When you throw the Boomerang in open air there is no issue to the mechanic.

A directional bounce off of walls causes issues in situations like these.
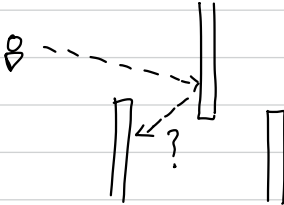
This also leads to less active and exciting traversal.

If the direction of the Boomerang was linear, the player will have more active and direct control over traversal

Some key points to consider
- The Boomerang travels in linear direction.
- The Boomerang only allows for teleportation when uninterrupted. ✗
- The Boomerang when hits anything, loses teleportation and returns back along the same linear path. ✗
- The Boomerang can be used to hit enemies, destructible objects, buttons, levers e.t.c
- You cannot move when Boomerang is launched ✗
- You can use the Boomerang for melee attacks when you use the teleportation key but have not launched the Boomerang.
- You can jump and even jump immediately after teleporting.

8:30 pm

meeting 5

Lets add bouncy boomerang
          - we have come to a compromise of limited bounce.

movement during boomerang throw debate.
          - Should you or should you not be able to move
          - No freezing the player was the conclusion of the debate.

But are we freezing right after teleporting in air?

How can I encourage better design?
How can I Align opinions?