**ASSIGNMENT 02 LOCKPICKING GAME**

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1. OUTLINE/THEME

The lockpicking game was thought out to be part of an open world game where you must lockpick fast to scape enemies. So, the lockpick is not that hard itself but, if rushed is easy to break the lock and lose the game.

1. INPUT AND OVERALL SYSTEM

The game has 3 main states, state one you have “A” and “D” as your controllers, and they move the bottom lever, you got to rotate until finding the right angle (random generated at the beginning of the level), once the angle is met the first blue marker becomes green and stage two stars.

On Stage two “A” and “D” control the lock rotation, if you keep pressing without having the second lever on the right spot it breaks the lock. To get the top lever on the right angle (a different than the first but also random generated at the start of the level) you have mouse input, the mouse position in relation to the screen.

Once both levers are on the right place the second marker turns green and you can use “A” and “D” to turn the lock, turning it to the right will open it and you wan the game.

1. DIFFICULTY

The Game has three difficulties in all of them you got three chances to open the lock, if you break a lock, you lose a live, but the timer does not reset.

Easy: the player has 1:30 minutes to open the lock and the angles have an offset of +- 10.0f that gives a bigger range and its easier to get it right

Medium: the player has 1:00 minutes to open the lock and the angles have an offset of +- 5.0f

Hard: the player has 30 seconds to open the lock and the angle offset of +-2.5f.

1. PLAYER SKIILS

The game is made as a race, you want to open the lock as fast as possible, but if you over click D or A in the first level it quickly chances to stage two and a turn of A or D in this stage break the lock, so you got be fast but patient. Because you can die (lose) if you run out of time but also the if you open the lock fast it may represent an advantage against a chasing enemy.