Hostage mechanic

Gameplay programming

What I want to do

- create a grab mechanic for a stealth game

- Make other NPCs react to this event

- The Reaction should be dropping the Weapon

- After you release the grab, the NPC's pick up their Weapon and start shooting at you

Motivation

- Grab mechanic is often used in stealth games

- Enemy's often start shooting at you when they see you grabbing someone

- So basically, the enemy sees the person you grab just as a meat shield although its their guard college

Implementation

- third- or first-person shooter camera

- shooter gameplay

- An environment, maybe with some options to hide

- animations for grabbing an enemy and dropping the weapon

- NPC's which can pick up a Weapon

- enemy with a visible view cone

- state machine for enemy behavior

Thank you for watching