**Post 5  
The Plan Part 1**

**The Idea**The idea of this game is going to be a platformer with a speedrun element, each level is going to have a set time that the player has to complete it within, medals will be awarded for time completion and score in a level.   
Gold – Fastest time - 3 Trophies  
Silver – Faster Time - 2 Trophies  
Bronze – Fast Time - 1 Trophy

The player will use their movement mechanics to traverse the environment to press buttons, collect trophies and unlock the door to progress to the next stage. Stopping the player from exiting the room is going to be various AI that will charge, shoot, and chase the player to stop them from achieving their goal. This was inspired by the progression style of portal having levelled systems and the movement of Titanfall.

**New Added movement mechanics**

The Dash  
- Dash in any direction  
- cooldown ability  
- Limited Usage

The Slide  
- Slide under gaps that a running character cannot reach  
- Requires Speed  
- Can be used anytime  
- Once slowed if the crouch key is held it will remain crouched  
- If key let go whilst under slide it should remain crouched.

Wall Run  
- Must have certain speed to achieve wall grab  
- Its automatic, no key presses needed  
- Can only hold on for 5 seconds until the player needs to swap walls  
- Can only hold 3 walls consecutively without needing a floor to reset  
- If the player doesn’t jump as they get off a wall there will be no upward velocity as they leave the wall.

A screenshot of a computer

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**Enemies**

Patrol AI

Run & Explode AI

Automated Turret

Automated Follow Turret

**Weapons**

General

- Audio  
- Particles  
- Meshes  
- Display HUD stats

Pistol  
(Its almost what I have currently)

Rocket Launcher  
-> New Projectile class  
 - Explosion on impact  
 - Distance from impact scales damage  
 - Applies forces at location for extra gameplay uses (Rocket jumping)

Semi Auto  
->Timer for fire functions

**Environment**

Doors

* Proximity
* Key
* Passcode
* Button / Lever

A diagram of a software flowchart

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Jump Pad  
- Only Launches Player  
- Infinite uses but a cooldown between uses.

Damage Volumes  
- Launches player to give visual feedback  
- Damages any actor with the health component.

A diagram of a launchpad

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**User Interface**

Interact Widgets

Ammo Counters

Score Counters

Timer