

Minigame Signal QTE (Quick Time Event)

On the search of ideas for the project we came with multiple scifi sources from real facts to entertainment including movies and games, one that call our attention was Alien Isolation from SEGA released on 10/06/2014 between the ideas of scenario builds as logic and mechanic of both devices and AI for this part we want to bring on the project the task to “fix / unlock” a device or obstacle by using a minigame of coordination eye / hand by some minigames interactive elements to improve quality of the project with interaction.

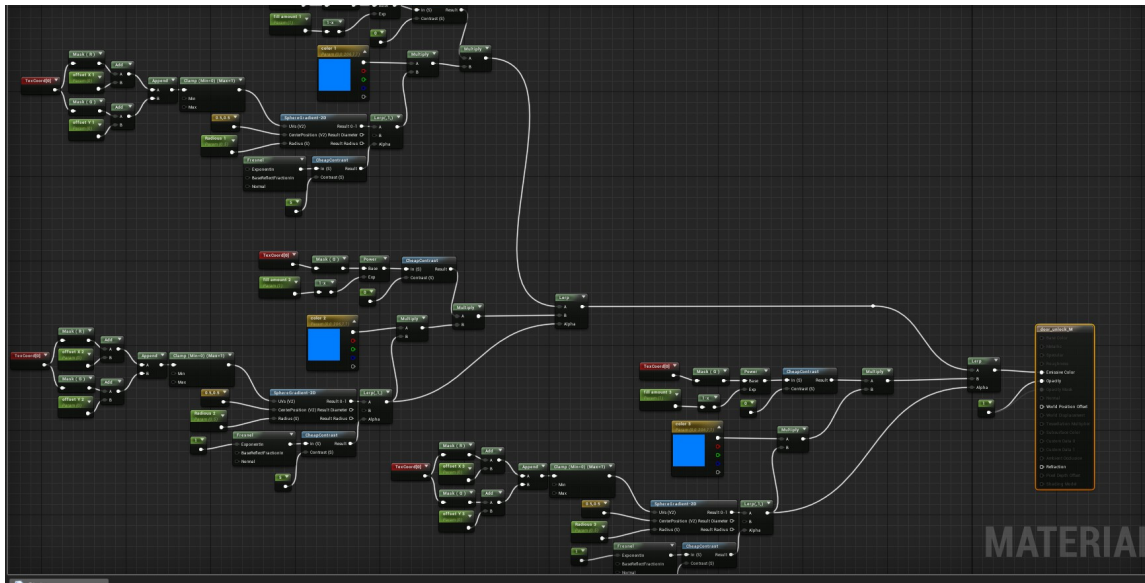


The interface will show an small geometric indicator that needs to be on a certain range to be correct (true) and proceed on the next phase of the three like in the next video link

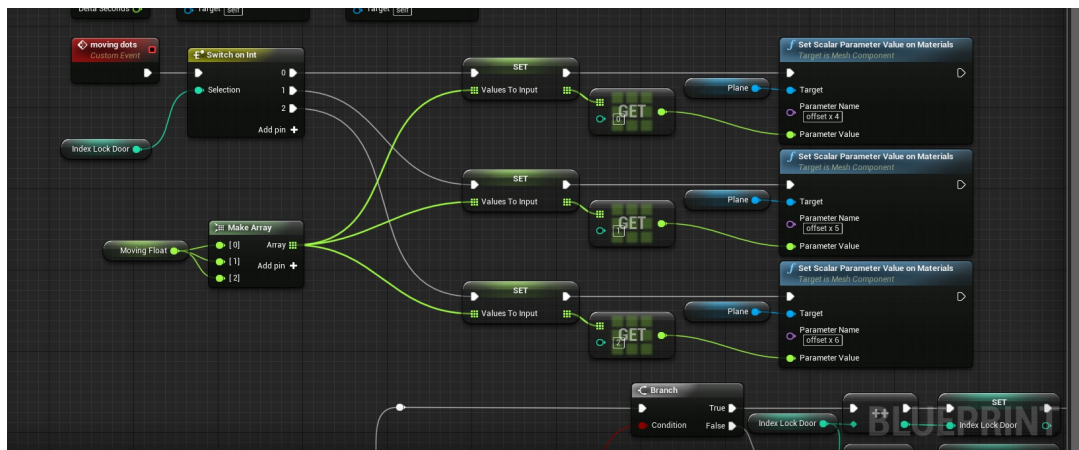
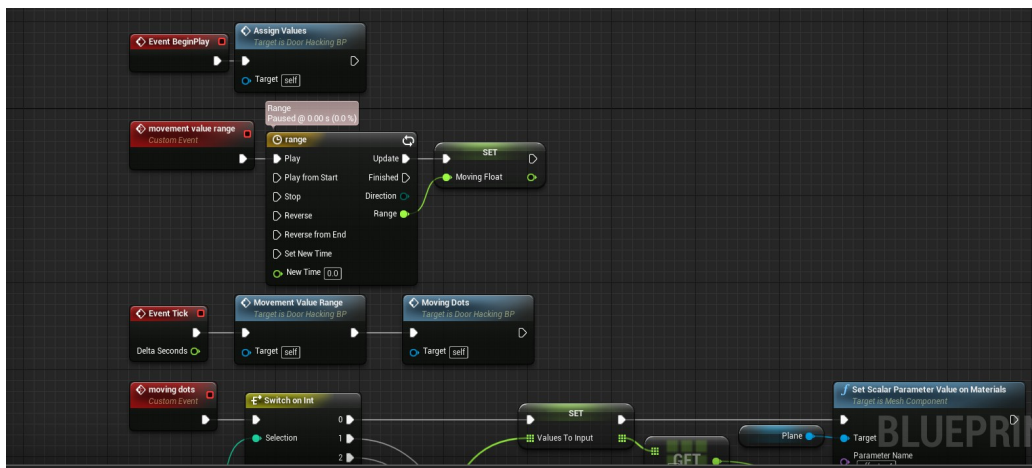
<https://youtu.be/1pvaw3tqgaw?t=5016>

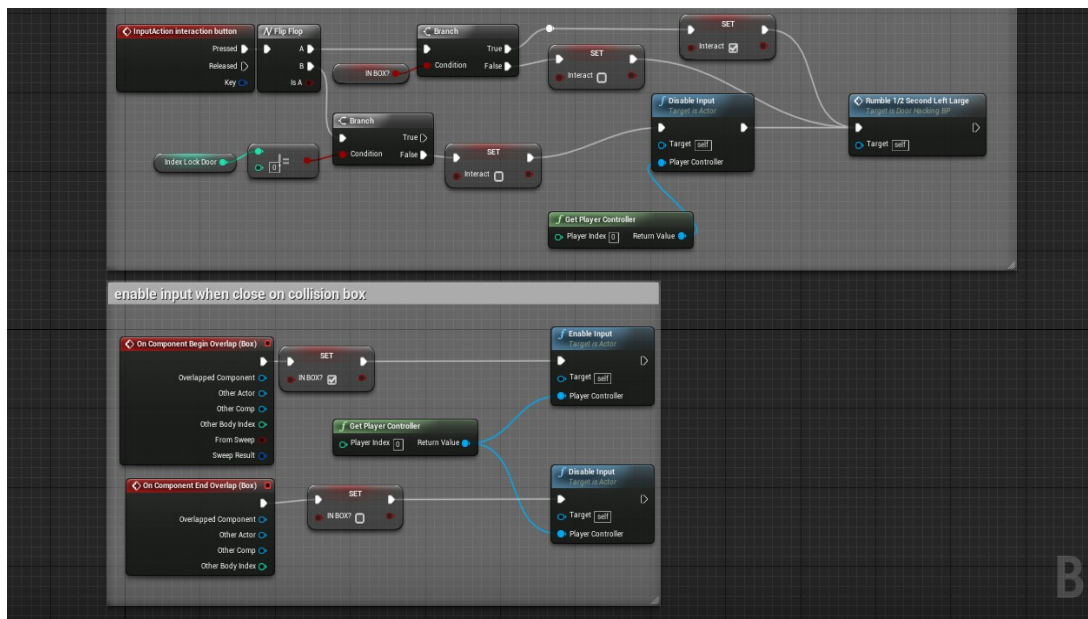
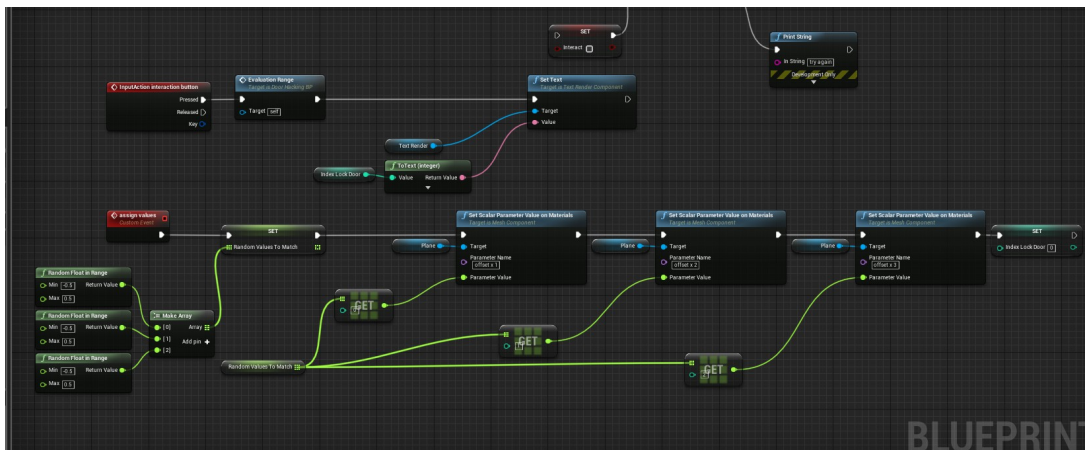
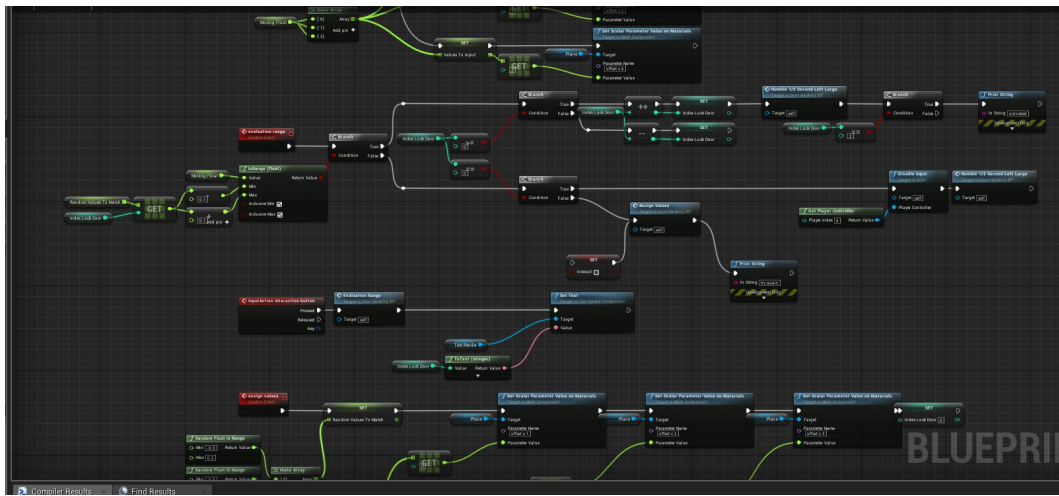
For the looks and the logic is planned to have the next variables for the blueprint of the minigame

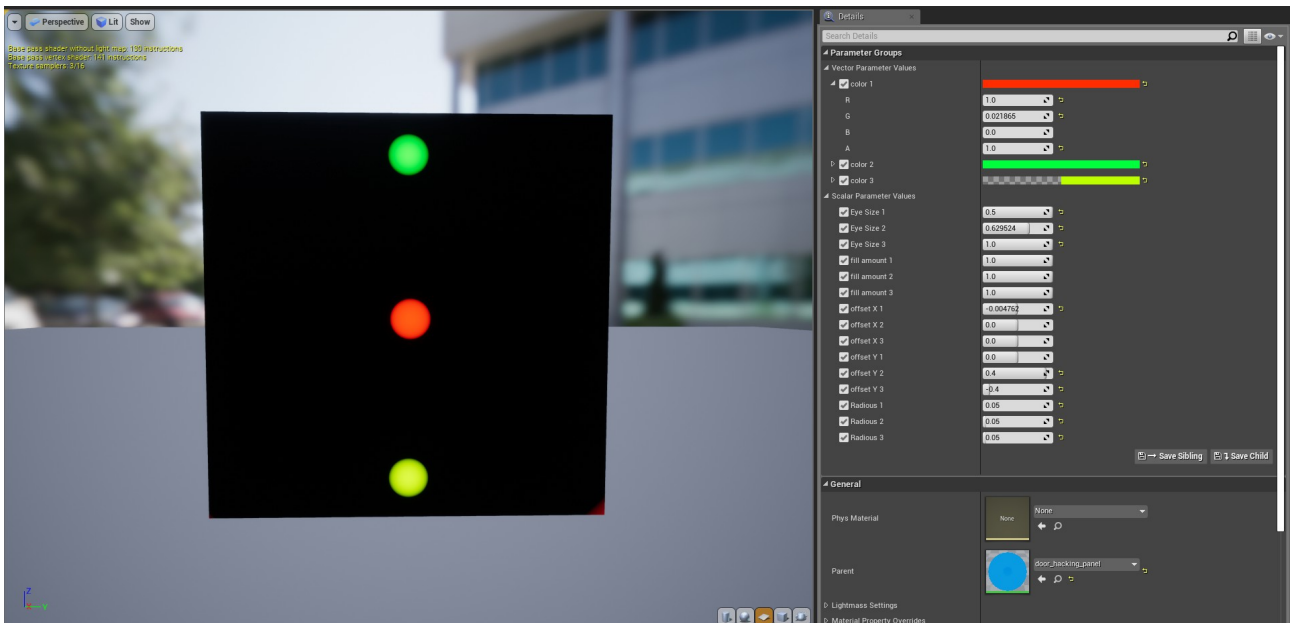
Variables	
Name	Type
Position_value_A	Array Float (1.175494351 E - 38 to 3.402823466 E + 38)
Position_value_B	Array Float (1.175494351 E - 38 to 3.402823466 E + 38)
Index lock door	Integer (-2,147,483,647 to 2,147,483,647)
IN BOX	Bool (true/false)
interact	Bool (true/false)
moving_float	Float (1.175494351 E - 38 to 3.402823466 E + 38)



(In the zip files will be placed a capture full HD of the blueprints for future reference)

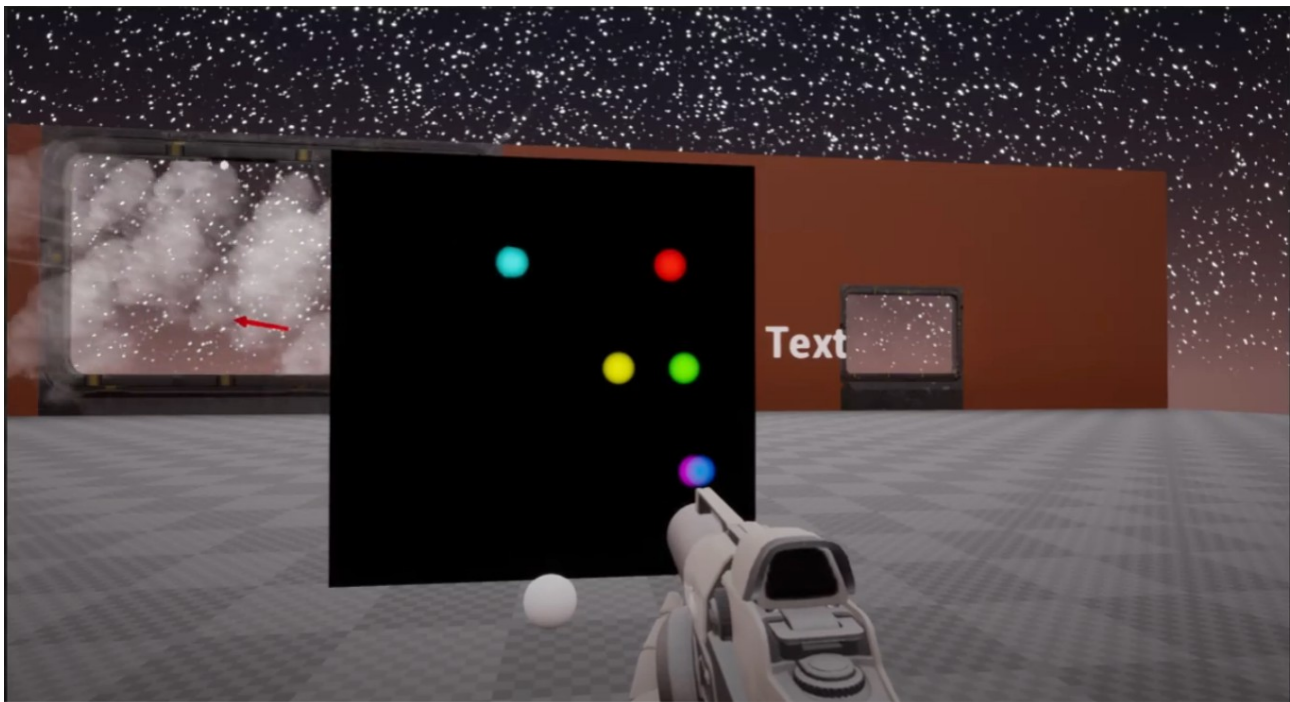






<https://www.youtube.com/watch?v=rnSW5II4uKA>

By repeating the same build on the material for additional dots and duplicating the array was managed to get the next results.



<https://youtu.be/h6YRtaliI4w>