

Design Notes

4-28-17

Living Character Notes (not ghosts)

HP (Health Points), MP (Mental Points)

[Requires UI elements for HP and MP]

When either of these drop to hit zero, the player dies

Each starting/max value varies from character to character

Characters can go over starting/max value (only can't be healed above them)

Stats (Character Traits)

[Requires UI elements for each trait]

Varies from character to character

Can only vary due to items or effects (but not damage)

Stat List (Non-copyright infringing names) Used in challenges (die rolls)

- Dexterity
- Intelligence
- Sanity
- Strength

Stamina (How long/cooldown between sprinting)

[Requires 3 animations, walk, run, catch breath]

[Requires UI element for sprint time/cooldown]

- Circle with a shoe in it
- Filled with yellow and a time value
- As you run, the yellow is depleted (Must have at least 10% to run)
- When you stop running, you walk slowly as yellow refills (Minimum forced gap before yellow refills)
- You must stop running when yellow is depleted

This value can be changed by items and stats

Every character walks/runs at a consistent (similar) pace

After sprinting, a character will walk slowly for a short period of time

Stamina determines time between running and time to catch breath

Run time varies directly with stamina
Catch breath varies indirectly with stamina
Height (How tall is the character)
Weight (How much does the character weighs)
Hobbies (Player chooses three from a select list of hobbies)
Age (From set values)
Age determines character model
Gender (M/F for now)
Name (Fname, Lname)
Description (one line)
Icon, Image, Intro Line
Voice lines (for actions/other things)
Behavior (for Computer Players)

Character Game Mechanics (Living characters)

Movement

Move with the 'WASD' keys on a keyboard or with joystick (Move up/down camera with movement when walking)
Change camera angle by moving 'mouse' left/right/up/down
Sprint by pressing 'left-shift' (Increase Field of View (FOV) when sprinting)
Crouch with 'ctrl' key
Jump with 'spacebar' (falling far enough deals damage)
Zoom/eye-squint with 'q' key

Walk/run/jump is slowed by item weight

- You have an amount you can carry with no penalty, after that there is an exponential penalty on ability to walk.

As you walk you make noise, noise value is saved for things like monster movement and certain events. Crouching makes less noise, running makes more noise. Jumping makes a lot of noise.

Inventory

Characters can hold items

[UI element for backpack slots]

Can store 4 Items in their backpack

- Can drop items from hands
- Items can take up more than 1 slot in backpack (i.e. M-1 Garand Rifle takes up two spaces in backpack, while Magnum only takes up one)

- Items have weights (along with size)
- Can swap/move items from backpack to hands for an action (time)
- Some items can be stolen from backpack by pickpocket

Wearables (Moderated by item type and computer)

[UI indicator of worn items, filled/unfilled + image of item]

Some items require an action to equip, possibly require main/off hand or both to be free

Wearable slots (Items can occupy multiple slots):

- Neck Slot
- Head Slot
- Armor/Clothing Slot
- Boots Slot
- Hands Slot (ex, rings, gloves)

Companion

[UI element + 3d model and animation of companion]

Players can only have one companion.

Companion can follow the player and give applicable bonuses

Hands

[UI indicator for hand items + 3d models in view]

One item in main hand

Possibly one item in off hand (some items can be held in main, some in off)

Some items may require both hands (i.e. Katana + Wakizashi)

Actions

Players can take actions (i.e. interact, steal, examine...)

Two kinds of actions

- Interruptible action (i.e. donning on armor)
- Uninterruptible action (i.e. channel wrath of our price Cthulhu)

Two main types

- Invulnerable (cannot take damage)
- Vulnerable (falling damage, attacks, pickpocket)

Actions have a time to complete

Player doing the action

Player/Item receiving the action (Recipient) or none

Actions have an effect

Cooldown/rest period until future action

Movement varies depending on action type

[Key to activate action]

Action meter is shown to indicate time to complete action

Basic actions

Close Current Menu [Esc]

Open Exit Menu [Esc + no open menus]

Move [W, A, S, D, LSHIFT, LCTRL]

Interact External [E]

- Pickup Item (interruptible)

- Examine room (interruptible)

- Examine item (interruptible)

- Interact with object (i.e. door, object, book)

- Climb ladder

Interact Internal [LMB, RMB, F, R, MouseWheel/NUM-PAD]

- [Use mouse scroll wheel or num pad to change between selected item in armor or backpack]

- [TERMS - Held on (item in main hand), Held off (item in off hand), Selected (currently highlighted item in backpack/armor)]

- Examine/use held item [Left click] (i.e. Equip armor, attempt to solve puzzle box, drink vial)

- Use off-hand [Right click] (i.e. Reload gun, toggle flashlight, strike with Wakizashi, etc.)

- Drop held item [F] (Uninterruptible, Vulnerable)

- Interact selected item [R] (i.e. move/swap item to hands, take off armor)

Haunt Start

Game pauses (2 mins)

Intro Cinematic (option to have all players consent to skip)

Haunt effects (i.e. moving characters / added UI elements)

Haunt Dialog (with interactive buttons/values)

- Comparable to HTML + JS page

- Different dialog for each side

- Intro paragraph
- Necessary information
- Options for haunt (like giving weapons to players)

Events

Throw character into uninterruptable or interruptible, real-time cinematic like coal chute, falling, hallucinations, etc..

These can also add items for players to interact with

Events are tied to rooms

Player UI

Display necessary information

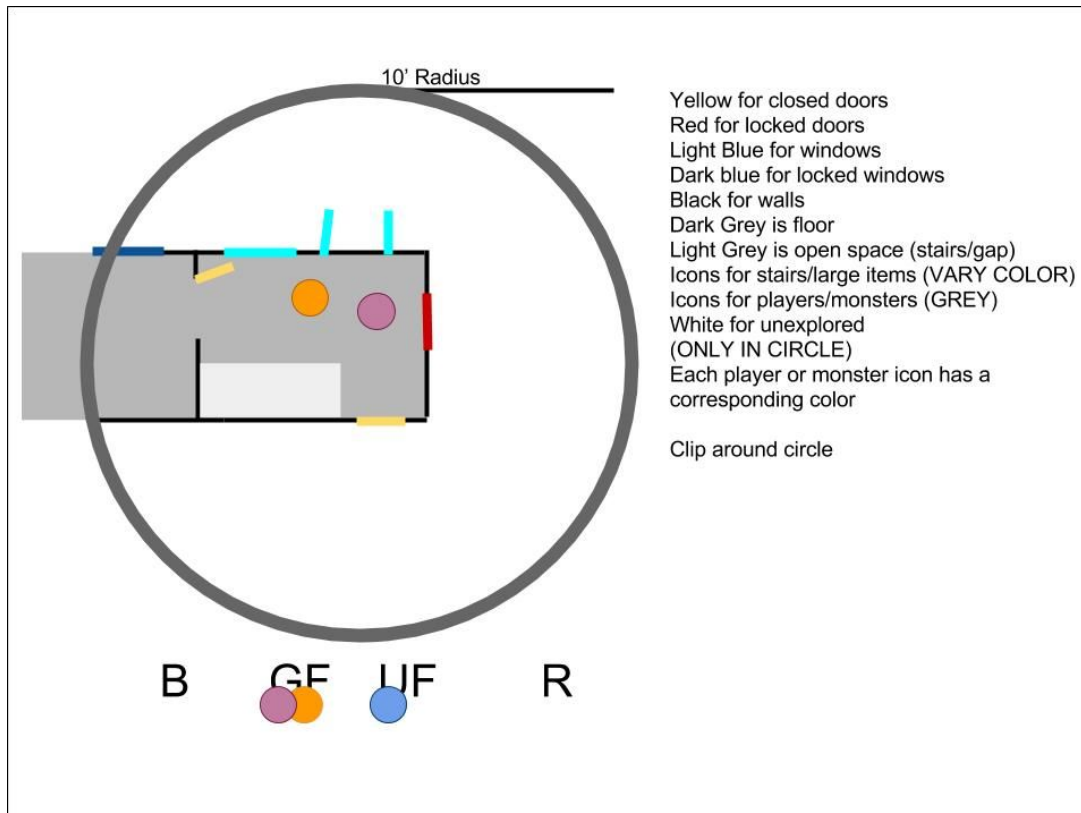
Name, Stats, HP, MP, Sprint, Backpack, On/Off-Hands, Wearables, Companion, Minimap, Cooldown meter, Dynamic elements (removable/addition)

Needs to be paused/have menus placed over elements

Needs to hide mouse, activate mouse for menus

Minimap

- Needs to show explored rooms on floor plan within a radius
- Show self, other player, companion, monster location on floor within radius overlay on minimap (allow for hidden monsters/players/companions)
- Needs to show floor of other marked entities with secondary overlay (players, allies, mega monsters)
 - Brian is on G, Anna is on Basement, I am on R
 - Cthulhu is on the roof
 - Oroborus head 1 is in the B, head 2 is in the R



Ghost Players

When becoming ghost

- Throw out all normal player stuff
- Lost all normal player abilities
- Become invisible on the minimap (unless otherwise specified by haunt)Move

WASD - move along horizontal plane

Space - Float up

Ctrl - Float down

Shift - Move faster (with a cooldown)

Interact with E key, but interactions are different

Can hold items, but only special items (No backpack/wearables)

Still have ghost companions

Same rules for ghost items

Action Handling

Player actions are like a bag

Actions can be added and removed from this bag depending on the scenario.

These actions can edit the dynamic UI

ex - Inventory action set adds backpack and armor view

Item Properties