# Player and Sophon

## Player

the main character is a 4th dimensional being sent flying into the lower dimensions, starting in the second.

## Sophon

The AI helper for the main character. Physically represented by floating orbs around the character.

UPDATE: no longer floating orbs but a reflective like material that covers our player. It’s shape can alter and grow depending on player configuration and what the collected material has been influenced by.

The amount of sophon material available will result in a larger selection of abilities and more advanced abilities. The material is collected throughout the landscape as the event that resulted in the player being stranded also resulted in the material being scattered through space and time

The sophon material transcends time. Once collected it is collected forever. It can only exist in its current time, the same as the player.

## Abilities

The characters abilities are provided by sophon. Each ability action will occupy a sophon orb or multiple. Each sophon orb can only perform one action at a time. So if the character has one sophon and is jumping then it cannot attack, block or perform any other action at that time. When the character gains more sophons it can perform more actions simultaneously. E.g. jump and attack, jump and defend, jump and phase etc.

Each action also has a cool down that prevents an action being called instantly in succession.

### Clones

If the main guy has enough Sophons he can create a clone of himself. The clone needs to represent an arrogant version of the main guy. Possibly an overly confident knight with shield and big sword. The sword has to be big and the clone needs to weild it effortlessly. He’s arrogant because of his physical strength. Also an archer version. Less brawny more aristocrat like.

When combined with protective sphere the player takes direct control of the clone until the sphere or the clone is destroyed

### Attack

The player must have some base level attacks…. In the beginning the player only has sophons. We can use these to do melee attacks with a basic level of damage and distance attacks using projectiles powered by the sophons.

As the player explores and discovers enemies and materials, he/she will think up new weapons, mods and enhancements. These types of things will need material to develop

### Defence

Sophons provide defensive capabilities. Basic shielding with each orb. An orb can intercept a single attack with a cool down.

As the game progresses and the character collects more sophon orbs, each orb has its own frequency independent of each other. This means if the character has 2 orbs and there are 2 incoming projectiles simultaneously the orbs can block one each whereas if the character only had one orb, it could block one projectile but would let the second through.

As the player progresses through the levels he/she will discover materials to create new types of defence. The local materials can be combined with the sophons to create enhanced versions for the player.

## Properties

### Sophon

Number of orbs.

The material that creates an orb can be used to create a permanent orb or combined with local material permanently to create an enhanced item.