**“Please, remain seated”**

Feature List

* A paper clip with a string on it used to grab things out of reach of the player
* A small crafting system to combine items the player finds
* A fly that buzzes around the players field of view and can interact with things based on where the player looks
* Event system with triggers that can be set in inspector as well as the ability to play audio dialog with the triggers
* Feedback system for interactions

Paperclip and String

This is the player’s main method of grabbing things out of their reach, it shoots out from the bottom of the cameras view space in an upward arc out from the player. The paperclip becomes attached to objects it can grab such as pieces of paper, magnets, and certain surfaces that it can attach to so the player can pull themselves around the room while seated on their chair.

Crafting System

A simple crafting system with grid based UI, use it to combine the string with the paperclip or magnet to make something that can get objects out of your reach. Only the paper clip and magnet can be used to combine with the string nothing else can be combined in the game.

Event system

This is the event system that drives the games progression, so when the player interacts with a certain object the person narrating the game will announce something over the loud speaker, or when a certain condition is met the story will progress and the narrator will say some more dialog. This system handles failure and win conditions as well.

Feedback system

This is for the objects players can interact with, if a player looks at an object that is close enough to them it will have a yellow outline around it to indicate they can do something with it.

Buzzing Fly

The buzzing fly is hidden mechanic the player has that flies around in their field of vision and will land on objects it can interact with if the player keeps the camera pointed at the object long enough. The fly may fly into the electrical wires going to the speaker or video camera and cause them to short out, or it could knock something off of a shelf and make it close enough for the player to grab with the magnet or paper clip on the string. The fly can get stuck to the fly tape in the room, in which case it will die and the player will have to open the window to get a new one.