

Gameplay Loop

- Player has a scanner, when they hold down the scanner button (e.g. e), they can scan everything within a 1m radius of them, however their movement speed is slowed.
 - Displays the radius, highlights anything scan-able within that radius
 - Display some kind of symbol on the infiltrators, nothing on the allies (e.g. ! above head)
 - This *may* require work to stop symbols overlapping
- Players can taser enemies and they become a sack of potatoes. The player can carry the bodies to the brig, using the teleport pads to take them there.
- The Brig is where enemies are stored once they're arrested.

Map

A minimum of 4 rooms connected by a few corridors, will be more firmly decided once we understand how balanced the game is in different map possibilities

Infiltrators

Infiltrators have a routine similar to the allies, and a holistic 'controller' object decides when sabotages happen and who should do it. When picked to sabotage something, the infiltrator picks the highest thing on their queue that isn't already sabotaged or being sabotaged and will 'claim' it and go there. The controller lets us curate the difficulty curve, imply teamwork through behaviour, and avoid unfairness.

- Ringleader - when Auber attacks (assuming we go with a taser/lasso mechanic), teleport away if it can (this could be a hard limit or to do with context) and return to what it was doing before (either idle or 'go to sabotage' state). Otherwise, fall unconscious (Auber can then carry them to the brig) - *note: I (Joe) drew a basic state diagram in a notebook that could be helpful*
- Brute - follows ringleader and attacks Auber whenever Auber gets within range (keeps Auber away from the ringleader). When the leader teleports away, the Brute enters a 'shock' period during which they do nothing and can be apprehended (tasered?) by Auber. After the shock period ends, they will walk to where the leader is, and once they get within range they revert to the bodyguard state.
 - This design doesn't let the brute perform sabotage, which isn't necessarily an issue if it's just this one case. Too many impostors who don't sabotage anything would be problematic though especially since 15 systems is a lot.
 - Brute can be apprehended when not with the leader
- Tinkerer - Lays traps for Auber that can be detected with the scanner, and disappear after use / if Auber deactivates
 - Explosive Mine - Knocks Auber out for a short period of time
 - Teleport Mines - Teleports Auber to a random room
 - *Slime Mine - Slows aubers walking speed for a period of time*

- *Flashbang* - Reduces amount of screen visible for a period of time
- Intern - Does nothing but go and sabotage