Gunpoint Crosslink Deconstruction

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## What does it do? What problem(s) in the game does it solve?

As the blog states, the crosslink system allows players to rewire elements of the level to open/close doors, turn lights on and off, etc. It allows players to solve levels in unique, creative ways. Examples of problems it solves could be “how should/do I open this door?” or “how can I beat this level?” or “what makes this game unique?”.

## What Unity ingredients are required to do those things? What components and GameObjects are needed?

There is a GameObject for each different electrical component, i.e. an object for each light switch, door, hand scanner, light, etc. There are also objects/components for the rendering of the connections, i.e. LineRenderers.

## What’s the C# recipe: what’s the functionality of the script components? Write the pseudocode.

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## Which bits of this system can be achieved by composition?

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## Which bits of this system can be achieved by inheritance? Draw the inheritance “tree” showing parent & child classes and where the functionality goes.

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