**FLICKER – INITIAL GDD**

**Core Elements**

* Fast, fluid, involved movement
* Emphasis on speed & momentum
* Light-based mechanics/themes
* Interact with world through “light-knife”

Light Gameplay

* Power comes from sun?
  + Lose all abilities except basic movement when in shadow
  + Can’t easily throw knife through shadows?
  + Knife could instantly return, or lose all momentum and player must retrieve it manually?
  + Gravity switching required to illuminate shadowed areas?
  + Or: Player cannot leave lit areas, but knife can
* Knife acts as light when thrown
* Light-knife interacts semi-realistically with transparent/mirrored surfaces
  + Knife passes through glass surfaces while player cannot
  + ‘fibre-optic’ style cables can transport knife around curves etc.

**Basic Gameplay Details**

Controls

* First-person
* Standard WASD movement + Jump
* Sprint optional
* LMB throws ‘default’ knife
* RMB returns default knife if thrown, else throws ‘bouncy’ knife

Basic Movement & Momentum

* Player control must be responsive but take into account velocity & momentum.
* Air movement must follow momentum by default but still allow corrections/adjustment
* Sprinting downhill allows player to pick up momentum – uphill slows player (although less than downhill gains)
* By sprinting downhill and jumping/using knife movement uphill player can gain and keep speed and momentum – allows skilful players to move quickly over long distances.
* Similarities to 2D phone games involving using downhill slopes to gain momentum

Knife Basics & Interactions

* Left click will throw a ‘default’ knife
* Right click throws ‘alternate’ knife – currently the bouncing knife
* Knives travel very fast – allows for accuracy at a distance and just feels better. Nobody wants a sluggish knife.
* Default knife travels for set time before automatically returning – limits range of player interaction
* Default knife will stick into most surfaces on contact and remain indefinitely (may need range/time limit on this)
* LMB while a knife is stuck in a surface will warp the player to the knife’s position
* Bouncy knife travels a short distance before warping the player to its position
* If bouncy knife collides with a surface it will reflect and extend the timer before triggering the warp

**Environment**

* Mix of sharp/angular surfaces and smooth, rolling landscapes
* Angular surfaces allow simpler ricochet/bounce prediction
* Smooth/curved landscapes enable momentum conservation
* Environment designed to encourage & facilitate creative use of player movement mechanics
* Surfaces can be shiny/glossy or matte to distinguish knife behaviour
* Shiny surfaces always reflect knife
* Matte surfaces do not reflect knife (possible exception for bouncing knife)
* A lot of glass elements in environment
* Possible inclusion of mirrors