

GAME3011 Game Design Doc

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Lockpicking Minigame

Inspiration

We took the themes of Dungeons and Dragons to apply to this minigame, using the D20 Die and Skill Levels from a Character Sheet. This minigame would be seen in a TTRPG-inspired RPG, similar to the Baldur's Gate series or Divinity series.

Gameplay

- Player presses the Start Button to begin the minigame once they have chosen their Player Skill Level
- Lock appears and the D20 Die is rolled
- Number on the D20 will determine the difficulty of the Lock (i.e. Ability checks in Dungeons & Dragons)
 - 0 – 6 sets it to the Hard difficulty
 - 7 – 13 sets it to the Medium difficulty
 - 14 – 20 sets it to the Easiest difficulty
- The player can rotate and move the Screwdriver and Bobby Pin
 - A and D rotates the Screwdriver
 - W and S moves the Screwdriver up and down
 - Rotate the Bobby Pin with the mouse
 - Move the Bobby Pin up and down with the scroll wheel
- The lock will unlock if the Screwdriver and the Bobby Pin are at the right angle and right position
- There will be a range for the sweet spot of the Screwdriver and Bobby Pin
 - That range will either be narrow or forgiving, depending on the Player Skill and Lock Difficulty

- Example: The Lock Difficulty will be set to Hard, making the threshold 1 and the Player's Skill Level is Intermediate. This makes the range for the sweet spot to be 4 (Difficulty + Skill Level). If the sweet spot was 25, then the Screwdriver/Bobby Pin must either be within 21 to 29 to be in the correct spot.