GAME3011 Game Design Doc

Chloe Ma, Sojung Lee

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.