

Break down of each ability for each monster:

- **The Autopilot** (OrbisTech Model: APEX-42):
 - **Crash Override** (Charge Attack):
 - **Core Concept:**
 - The Autopilot enters Overdrive Mode, locking onto a player and charging at high speed.
 - If it collides with a player, they are violently knocked back, possibly thrown into hazards (off a ledge, into fire, etc.).
 - If it misses, it crashes and temporarily shuts down.
 - **Implementation Breakdown** (UE5) AI Navigation & Charging Mechanic:
 - Uses Unreal's **NavMesh** for pathfinding but introduces intentional unpredictability.
 - Randomly shifts trajectory mid-charge, making it harder to dodge.
 - If it crashes into an obstacle, it temporarily shuts down for 5-10 seconds, giving players a chance to escape.
 - **Charging Logic:**
 - When locked on, the AI plays a **wind-up animation** and moves toward the player at **double speed** using a **NavMesh Pathfinding AI Task**.
 - Set a **collision check** (Capsule Component) to detect if it **hits or misses**.
 - **Counterplay:**
 - Baiting the charge into walls can disable it temporarily.
 - Using EMP grenades can interrupt Overdrive mode before it charges.
 - **Gameplay Impact:**
 - Forces players to stay aware of their surroundings and use the environment tactically.
 - Encourages strategic positioning to bait the Autopilot into crashing.
 - **Glitch Zone** (EMP Attack):
 - **Core Concept:**
 - Releases an **EMP blast**, disabling **HUD elements, distorting visuals, and disabling gadgets** for a short duration.
 - **Implementation Breakdown** (UE5) EMP System:
 - When within 15 meters, the Autopilot can trigger Glitch Zone (30%).
 - Applies Post Process Effects (screen distortion, static noise, blurred vision).
 - Temporarily disables night vision, motion trackers, and hacking tools.
 - **Counterplay:**

- Moving outside the EMP radius restores HUD and gadget functions.
 - Certain gadgets can be upgraded to resist EMP effects.
- **Gameplay Impact:**
 - Creates chaos and confusion, making players vulnerable.
 - Encourages players to use non-digital tools for navigation and survival.
- **Kidnap Mechanic:**
 - **Core Concept:**
 - Instead of **killing the player**, Autopilot **grabs and drags them** into a hidden facility, where they must **escape before being reprogrammed**.
 - **Implementation Breakdown (UE5)** Capture system:
 - A rare event (5% chance per encounter) where instead of dealing fatal damage, the Autopilot incapacitates the player.
 - Triggers a unique side mission where the player must escape a locked OrbisTech facility before they are permanently converted into a drone.
 - **Counterplay:**
 - If teammates reach the facility in time, they can rescue the captured player.
 - Completing specific Quick-Time Events allows for self-escape.
 - **Gameplay Impact:**
 - Introduces an alternative "death" mechanic that extends gameplay.
 - Adds tension, as players fear capture as much as direct elimination.
- **Neural Ghost (OrbisTech Project: ECHO-9):**
 - **Mimicry (False Voice Messages):**
 - **Core Concept:**
 - The Neural Ghost copies the voices of the player's teammates, whispering misleading instructions.
 - It can lure players into traps, dead ends, or dangerous zones.
 - **Implementation Breakdown (UE5):**
 - Capture voice lines from nearby players using Unreal's **Voice Chat API**.
 - Apply a filter to distort the voice slightly, making it sound unnatural.
 - Play back the distorted voice when the Neural Ghost is nearby.
 - **Activation & Triggering:**
 - If the player is isolated (no allies nearby within 15 meters), the AI selects a random pre-recorded line to whisper.

- If the player is in a group, it mimics a real teammate's voice, using a random directional source.
- The sound source is placed slightly off from the real location to cause disorientation.

■ **Gameplay Impact:**

- Players **second-guess** communication, making teamwork harder.
- Encourages players to develop **trust-based systems** (e.g., secret passphrases).

○ **Mindjack** (Temporary Possession):

■ **Core Concept:**

- Neural Ghost **hacks into a player's mind**, making them **walk into danger**.

■ **Implementation Breakdown** (UE5) control hijacking system:

- When within 10 meters of the player, the AI can trigger Mindjack.
- Temporarily override the player's movement input using Unreal's **Possession System**.
- Instead of player input, apply AI-controlled movement toward the nearest enemy or hazard.

■ **Possession Mechanic:**

- **Disable player input** and override movement for **3-5 seconds** using **Player Controller Override**.
- Force them to walk toward **a hazard or enemy**.

■ **Staggering Resistance:**

- Instead of instantly walking toward danger, the player stumbles or slows down if they **rapidly press a button** (like mashing a key or joystick). This makes it feel like they're struggling against the Neural Ghost's control.
- **Directional Interference** – The player can still move slightly, but their input is "warped." If they try to walk left, they veer right instead. This adds tension without completely removing agency.

■ **Escape Mechanic:**

- If the player rapidly presses a button (Quick-Time Event), they can break free faster.
- If teammates deal damage to the affected player (light melee hit), they regain control immediately.

■ **Gameplay Impact:**

- Players **must avoid looking at the entity** while navigating the level.
- Creates **panic moments** where teammates must react fast to stop a Mindjacked player.

○ **Neural Overload** (Instant Kill via Overexposure):

■ **Core Concept:**

- If a player listens to the whispers too long, their vision distorts, movement slows, and they eventually black out (instant kill).
- **Implementation Breakdown (UE5): Status Effect System:**
 - Each second the player hears the whispers, a "Neural Load" variable increases.
 - Apply Post Process Effects (screen blur, static interference, color desaturation).
 - At max Neural Load (10 seconds of exposure), the screen fades to black, and the player dies.
- **Counterplay:**
 - Running away from the source lowers the Neural Load.
 - Staying close to teammates provides minor resistance to the effect.
 - Wearing a sound-dampening gadget (purchasable in-game) can reduce exposure.
- **Gameplay Impact:**
 - Forces players to avoid standing still and be cautious about lingering in one place.
 - Increases tension, as they must balance listening for real dangers while avoiding hallucinations.
- **Hacks The Companion (Spark Manipulation):**
 - **Core Concept:**
 - The Neural Ghost can hack into Spark, making it give false alarms or mislead the player.
 - **Implementation Breakdown (UE5): Hacking Mechanic:**
 - When Spark is within range, the Neural Ghost rolls a dice (20% chance per minute) to hijack it.
 - Spark's eye turns purple instead of red/green when hacked.
 - Fake alerts: Spark beeps as if danger is near, even when it's safe.
 - Misleading guidance: Spark leads players into ambush zones instead of safe paths.
 - **Counterplay:**
 - If a player shines a flashlight at Spark, it resets to normal.
 - Don't listen to spark.
 - **Gameplay Impact:**
 - Makes players question their only "safe" guidance system.
 - Encourages players to verify Spark's warnings instead of blindly trusting them.
- **The Stock Market Beast:**
 - **Market Crash (Shockwave Attack):**
 - **Core Concept:**

- If ignored for too long, the Stock Market Beast slams the ground, creating a shockwave that slows players and destroys cover.

■ **Implementation Breakdown (UE5):**

- If players avoid fighting it, its "power level" variable increases.
- At max power, it releases **Market Crash**, knocking players down.
- Use a radial damage system with a large sphere collider (10m radius).
- Any players caught inside are hit with a "Slow" debuff (-50% movement speed for 5 seconds).
- Nearby objects marked as "breakable" get destroyed.

■ **Counterplay:**

- Jumping at the right moment avoids the effect.
- Standing behind an indestructible object provides safety.

■ **Gameplay Impact:**

- Forces players to stay mobile and avoid relying too much on cover.

○ **Panic Spiral** (Unpredictable Form Shifting)

■ **Core Concept:**

- When near death, the Stock Market Beast changes forms erratically, making it unpredictable.

■ **Implementation Breakdown (UE5): Transformation Logic:**

- At 25% HP, the AI rolls a dice every 5 seconds to randomly pick a new movement speed, attack pattern, or size.
- Random buffs: Increased speed, regeneration, or higher attack power.
- Random debuffs: Slower movement, reduced attack damage, or temporary vulnerability.

■ **Gameplay Impact:**

- Creates a risk/reward scenario—should players finish it off fast, or wait for a weaker form?
- No two fights against the Stock Market Beast are identical.

○ **Final Form - Bubble Burst** (Ultimate Chaos Mode)

■ **Core Concept:**

- If the Beast reaches max power, it splits into multiple mini-versions, each with different attack patterns.

■ **Implementation Breakdown (UE5): Cloning System:**

- If the Beast is left alive for too long, it enters "Bubble Burst Mode."
- Spawns 3-5 smaller versions of itself, each with 50% of the original's HP.
- These clones explode on death, dealing massive area damage.

■ **Counterplay:**

- Players must focus fire to eliminate clones before they overwhelm them.
- Sticking together prevents getting surrounded.

■ **Gameplay Impact:**

- Punishes players for stalling the fight too long.
- Increases intensity as the fight progresses.

● **Starborn (The Space Horror):**

○ **Vacuum Grip (Zero-G Pull):**

■ **Core Concept:**

- Starborn momentarily creates a localized zero-G field, pulling players toward hazards.

■ **Implementation Breakdown (UE5) Gravity Manipulation System:**

- Uses a gravity well that affects all physics objects and players in a 10m radius.
- If caught, players are pulled toward Starborn or the nearest hazard.

■ **Counterplay:**

- Players can use thrusters or jetpacks to counteract the pull.
- Environmental objects can be used to block the vacuum effect.

■ **Gameplay Impact:**

- Forces players to stay mobile and react quickly to avoid being pulled into danger.

○ **Burnout (Heat Overload):**

■ **Core Concept:**

- If Starborn gets too close, its body overheats, dealing AOE fire damage.

■ **Implementation Breakdown (UE5) Heat Field Mechanic:**

- Any player within 5m receives continuous fire damage.
- Prolonged exposure ignites the player, causing burn-over-time damage.

■ **Counterplay:**

- Water-based weapons or fire-retardant gear reduce damage.
- Staying mobile minimizes exposure.

■ **Gameplay Impact:**

- Adds a constant pressure element, forcing players to keep their distance.

● **The Cultivator**

○ **False Hope (Illusionary Escape):**

■ **Core Concept:**

- If The Cultivator catches the player, it won't kill them immediately but will "brainwash" them—causing hallucinations or making them believe they've escaped, only to realize they're trapped.
- **Implementation Breakdown (UE5) Illusion System:**
 - Triggers a false "win" sequence where the player sees an escape route. (7%)
 - After a set period, the illusion fades, revealing they are still trapped.
 - Or the player can find a button to escape.
 - The player is "teleported" to a different location, but their body is still there. Meaning they can still be hurt by the other monsters
- **Counterplay:**
 - Teammates can shake the player out of the trance. (hit them 3 times)
 - Players can find buttons.
- **Gameplay Impact:**
 - Adds psychological horror, making players question reality.
- **Loyalty Program (Mark of Death):**
 - **Core Concept:**
 - If players take too long to escape its influence, they get permanently marked as a target, making all AI enemies prioritize them.
 - **Implementation Breakdown (UE5) Marking Mechanic:**
 - Applies a debuff that increases enemy aggression toward the player. (5%)
 - Lasts until the player completes a purification task.
 - **Counterplay:**
 - Escape.
 - **Gameplay Impact:**
 - Encourages fast, decisive action instead of hesitation.
- **The Companion (Spark):**
 - **Loyal Companion (Attachment AI):**
 - **Core Concept:**
 - Spark latches onto the first player it finds, treating them as its "momma."
 - **Implementation Breakdown (UE5) AI Behavior:**
 - Uses a simple follow AI system, prioritizing staying close to the player.
 - **Gameplay Impact:**
 - Encourages players to protect Spark.
 - **Pathfinder & Alerts:**
 - **Core Concept:**

- Helps by pointing out hidden paths, resources, or safe zones.
 - Flashes red and makes distressed noises when threats are nearby.
- **Implementation Breakdown** (UE5) Detection System:
 - Uses a proximity scan to detect threats.
 - Triggers warning beeps and color changes.
 - Alerts by standing near and beeping at players over objectives.
 - **Gameplay Impact:**
 - Provides players with an extra layer of awareness.
- **Neural Ghost Interference:**
 - **Core Concept:**
 - The Neural Ghost can hack into Spark, making it give false alarms or mislead the player.
 - **Implementation Breakdown** (UE5) Hacking Mechanic:
 - Spark's eye turns purple when hacked.
 - Fake alerts and misleading guidance activate.
 - **Gameplay Impact:**
 - Makes players question their primary guidance system.

Videos to help create the game:

- <https://www.youtube.com/watch?v=sAxoqvxAzwo>
 - <https://www.youtube.com/watch?v=Uvce5nRzk8>
 - <https://www.youtube.com/watch?v=LkmYNQxsBUs>
 - <https://www.youtube.com/watch?v=vMQROGrJiF4>
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Inspo images





