Dexteritale

Concept

The player, Patient #0x5F3759DF, has woken up in an unknown white-light treatment facility. An anonymous operator guides them through multiple levels testing their ability to solve logical puzzles and overall dexterity, through platforming, physics puzzles and richoceting bullets.
It is:
- 3D First-person perspective
- Platforming-inspired game
- Features

Goals and Objectives

The player must work their way through:
- jumping/platforming puzzles
- aiming challenges
- physics puzzles

Controls / Interaction

The player will be able to interact with the world through:
- WASD + Spacebar controls
- Captured mouse movement
- Mouse-button presses

This will enable them to move and jump onto platforms, move the camera to do so and be able to shoot at targets or ricochet projectiles.

1 Core Mechanics

The core mechanic of this game is using physics and movement (as the title says in Latin, dexterity) to unlock or reach the next area. This can be jumping across moving platforms without falling off, picking up and moving boxes to climb onto a ledge or press a pressure plate down, and using a weapon with ricocheting projectiles to activate a series of triggers.

These mechanics are initially taught to the user in the opening sequence before moving onto more difficult/engaging puzzles.

2 Levels