Pondering ideas.

Earlier this month, and through development of this project I had the intention, or wanting of multiple weapons/guns available in the final game.

It’s a cool idea and a fun one for the player as they could switch guns from pistol to shotgun and automatic rifles that all would have different models (ak-47, ar-15 and .38mm or .9mm, .45mm, etc.) and properties such as ammo count and damage output. I still think that this is a good and interesting idea, but I’m now thinking whether or not it would be good to implement that.

If I were to focus on implementing this concept/idea then that means putting other more relevant tasks on hold, said tasks being the cover mechanic which is a core mechanic and in it also incorporating aiming and shooting while in cover.

After this is the object degradation where objects in which the player is taking cover would deteriorate or fall apart as enemies shoot at them.

Another core component of the game that would be better focused is that of the enemy; shooting and cover system should also be a tool for the enemy and these factors also bring with them an AI system that dictates for them when to shoot, when to take cover and whether the risk of leaving cover and running towards the player is a valid option and if so what logic would that be. It could be a point value indicator that is randomly generated from the distance between the player and them, how hurt the player is, what kind of gun the player has equipped and how many enemies are left.

More ideas:

Enemies will have multiple variations depending on the alarm state.

Alarm states range from zero to six-seven. Game begins at level zero and increases by one after each level. Every level will have about 3-4 types of enemies, either different types or just different clothing, but their protection gear will vary depending on the alert level the player is.