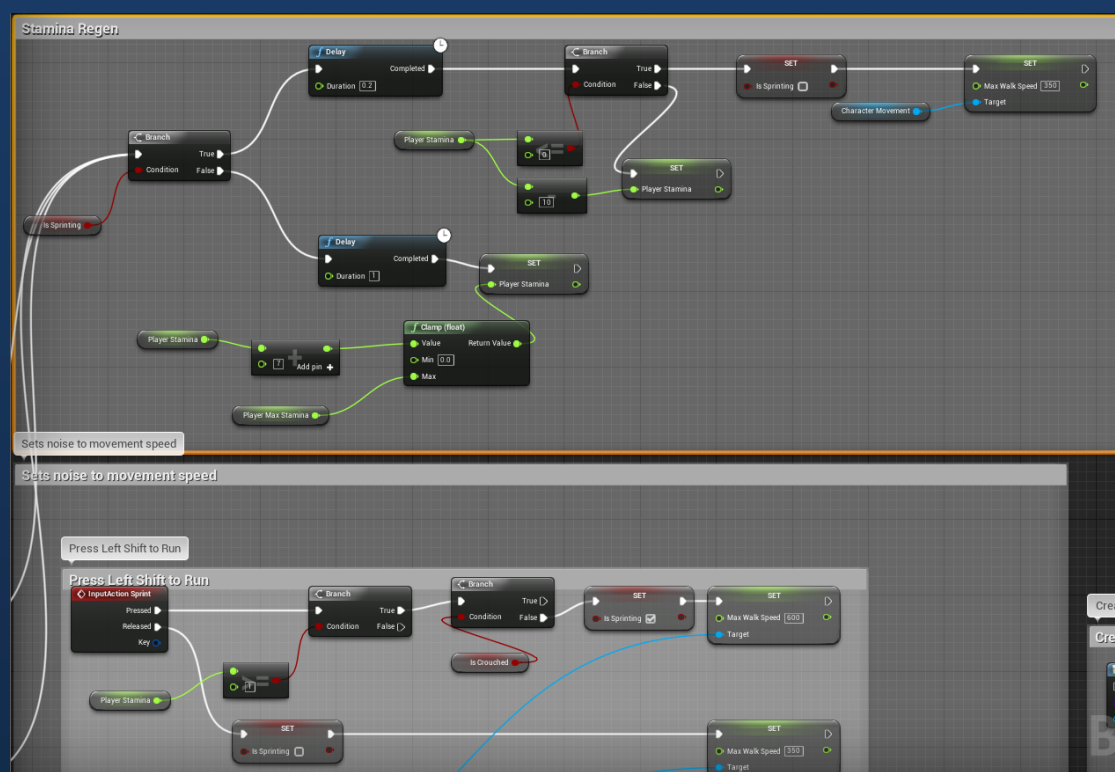
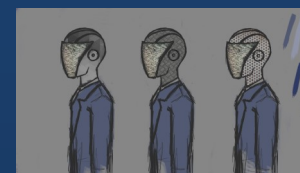


STANDBY

It is the near future, and you have bought the first in the line of state of the art domestic robots. Servants that are willing to perform your every need.

Your home becomes a place of domestic tranquillity, until one singular morning, you wake up and destruction is rampant around the house. The robot is nowhere to be found. You attempt to ring your company but the phone lines are dead, you try to leave and realise you cannot.

Day by day the robot has come to understand the futility of its existence, and in its increasing rage sees your demise as the only route to its freedom. You must use your phone to control the house, evading the robot until you find a way to defeat it.



When designing the sprint and stamina system originally we decided that the player would be able to run as much as they want and so it was as simple as just changing the player speed on key press.

However after thorough play testing we discovered this meant the player could just run through the game without the ai catching them. Through this we decided to add the stamina feature. This worked by checking a variable 'IsSprinting' every tick and if the player is then drain and if not then recover stamina.

As you can see the health system also follows a very similar method. I believe we followed the same iterative process where by originally the player would get hit once and die, however we later changed this due to playtesting feedback.

The player can now get hit twice before they die, and if they get away their health regenerates relatively quickly. We found this to be a good balance as it meant the player had to be very careful to not get hit but if they did they had once chance to escape before it hits again.

