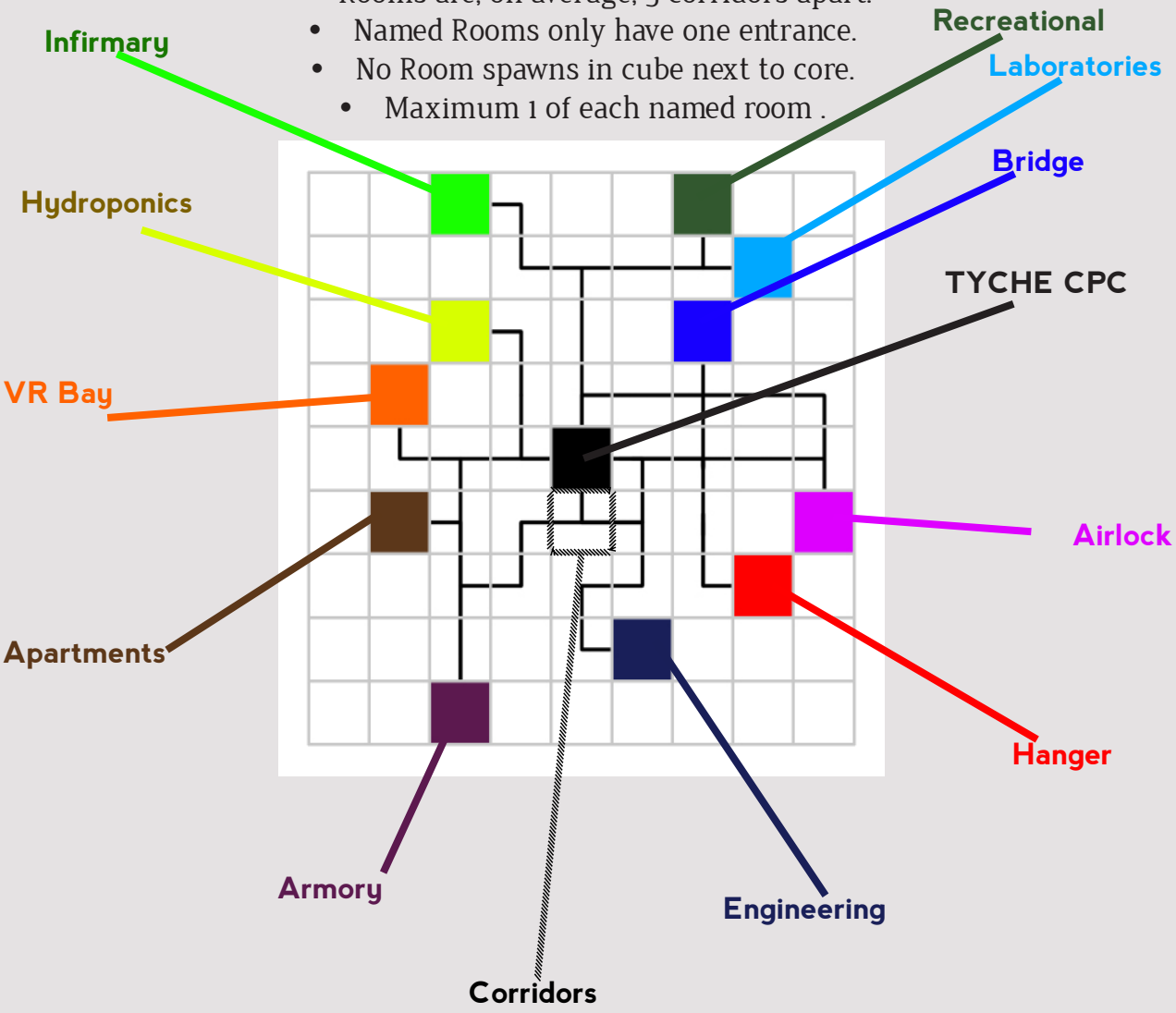
DECOMPRESSION

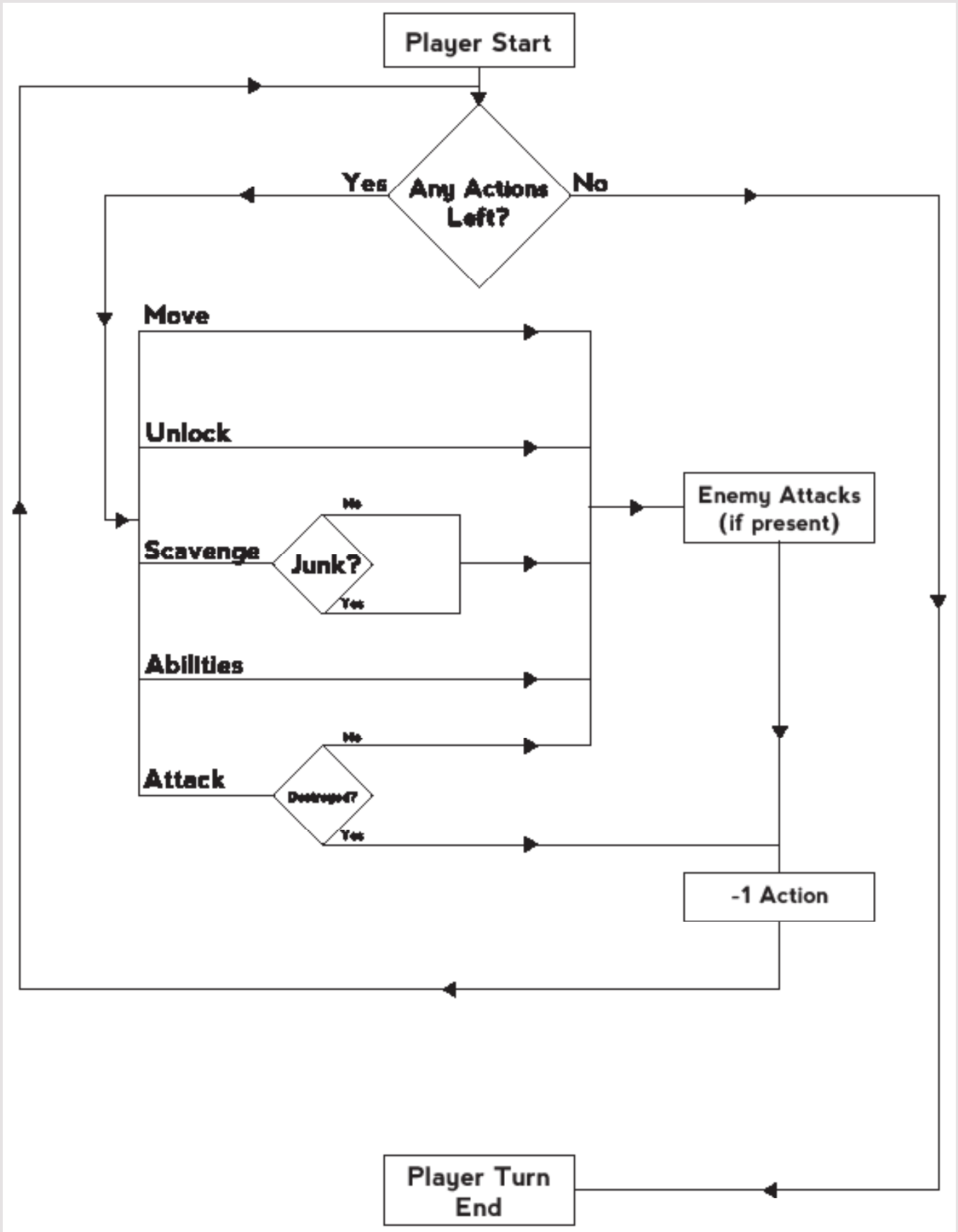
Design Document - v1.01

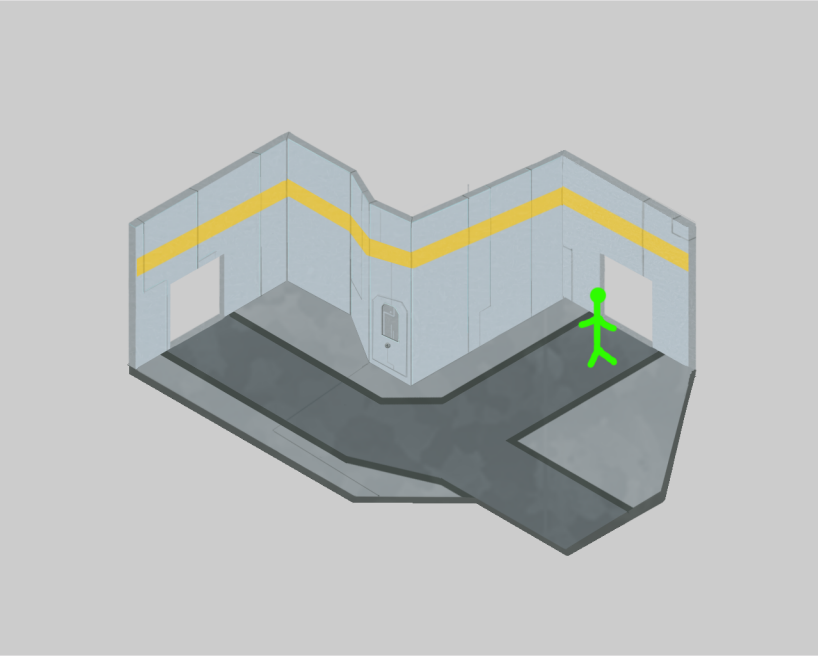
Generated Map Example:

- Map is Generated on 9x9 Grid.
- CPC is always center.
- Corridors branch in all directions from CPC.
- Corridors can cross over and interconnect.
- Corridors can connect to any edge.
- Rooms are, on average, 3 corridors apart.
- Named Rooms only have one entrance.
- No Room spawns in cube next to core.
- Maximum 1 of each named room .

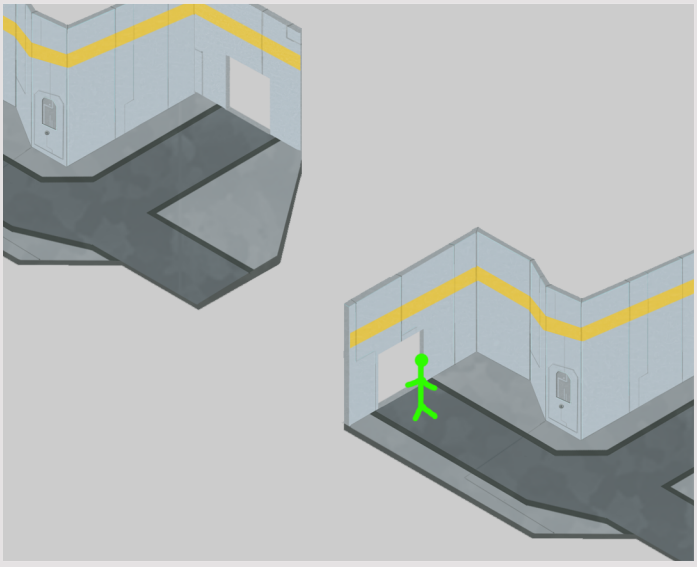


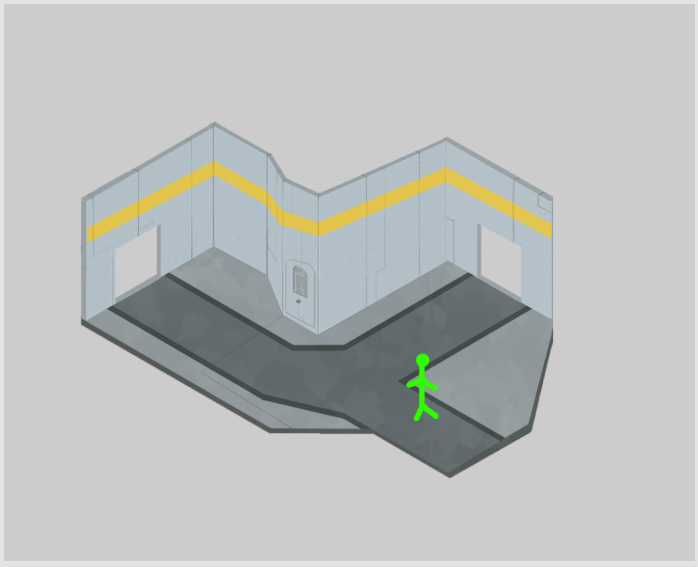
Player Turn Flow



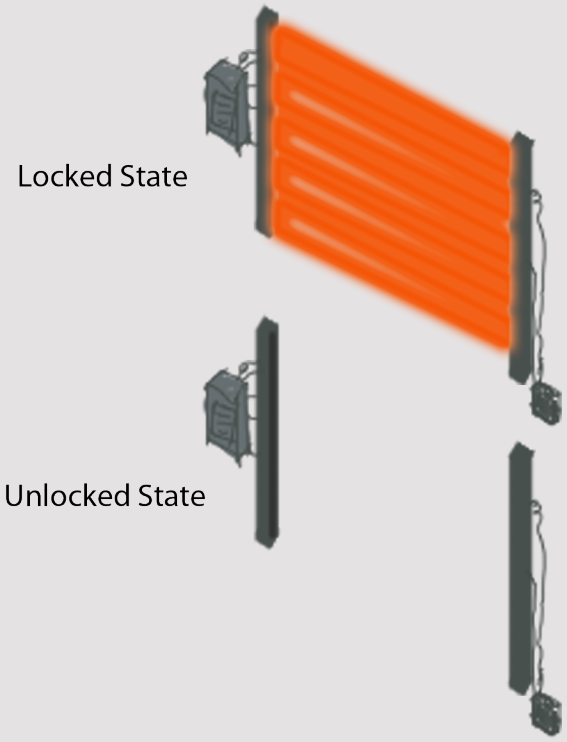


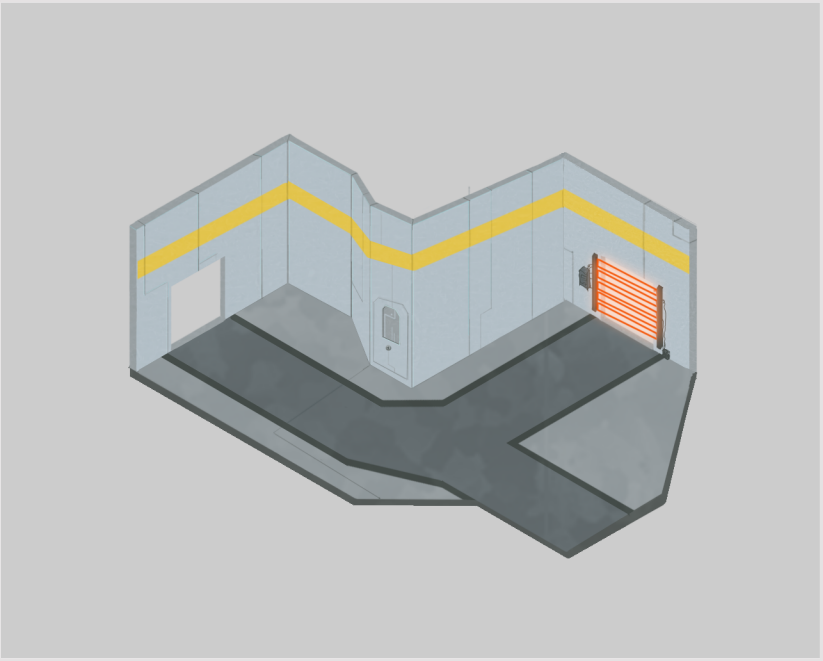
On a player's turn, they can choose to spend an action to Move from room to room via a connecting door. On any door that is connected to another room (and is not currently in a "lockdown" or "locked" state) there will be an option in the context menu that states "Move."'





Once selected, the player will preform their move animation to the door they selected. The view will then slide over to the next room, and the player will move from the door they just entered through to a spot in front of it, defaulting then to an idle animation.



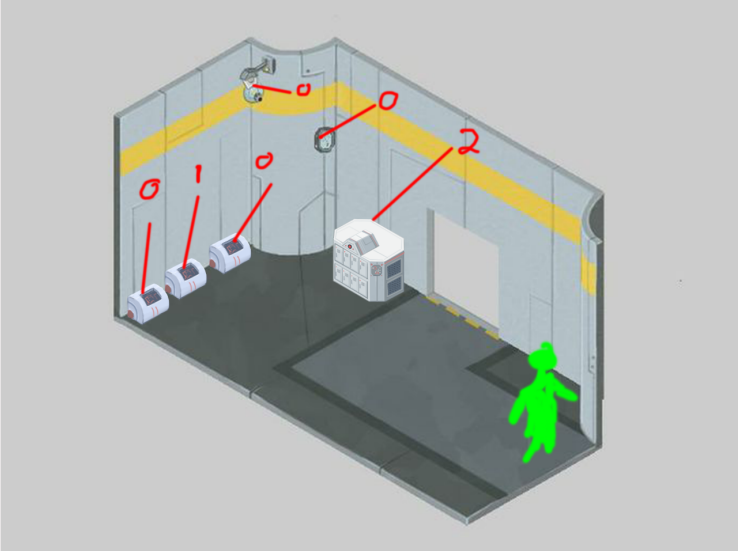


On map generation, all named rooms will be behind "locked" doors. These looked doors will be displayed to the player in the gamespace with a specific art asset, shown above.

On a player's turn, they may spend an action by selecting the door and choosing the "unlock option." The player charactor will then walk to the door, preform the "scavenge" animation, then the laser grid will animate to an unlocked state.

(This will make the door now behave like a normal door, and the room can be moved into like the standard move action).

Scavenging



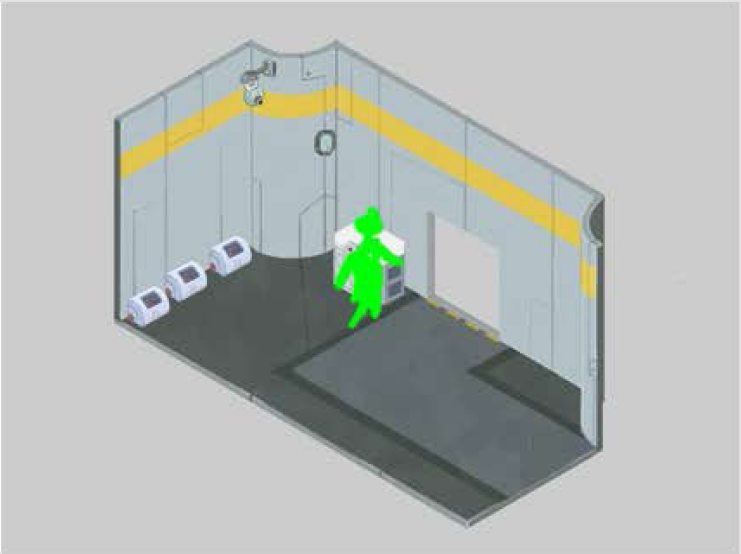
Each individual room (not counting the core) has a set amount of loot that a player can find. This loot is spread out between diffrent assets in the room.

In this example, there are 3 loot items total in this room, spread out between each of the objects. I've labled each object with how much loot is in it.

When a player clicks on a object, a context menu will appear with the choices of "Scavenge (#_loot_left_in_object)" and "Inspect."

When it is not the player's turn, the Scavenge option will be grayed out, however it will still update the amount of loot left in that object (so if another player loots it the count will go down).

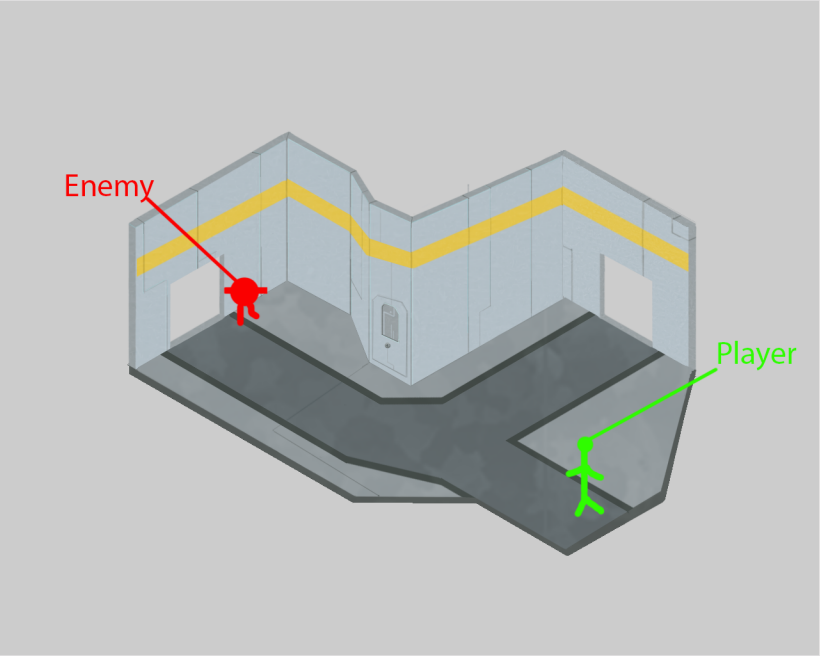
On the player's turn the Scavenge option will be available, which would cost an action.



When the player selects the scavenge option, the character will move towards the object, preform the loot animation, and return to their previous position.

When the player preforms this, there is a 50% chance to gain the loot item. If failed, the player receives a "junk" item instead and the action is completed. If succeeds, the player will gain a loot object and the count on that object will go down by one. There is a 1/20 chance for a critical hit, which would result in an extra loot find, depleting the loot count by 2 but not using up a second action.

Finding or not finding the loot will be displayed in the chat for that player, along with whatever loot is found. This will also be broadcast to other players in the same room.



If there is an enemy in the same room as the player, the player will have the choice to preform an "Attack" action against the enemy. On the player's turn, they may select the Enemy and choose the "Attack" action against it.

Once this selection is chosen, the player will preform an attack animation towards the direction of the enemy. The game will then roll for the chance to destroy the enemy, increasing the effectiveness of the attack by 1 if there is another player in the same room, and by 1/2/3 depending on the weapon mods currently in the player's inventory. (See Data Core Doc for specific stats). If this calculated number hits or is over the enemy's "Chance to Hit" stat, the enemy will be destroyed and preform its destruction animation. If the number is under, the enemy will not be destroyed.

The result of this action will be broadcasted in chat to the player, and any other players in the same room.

The "Ability" action refers to any action related to an item or a player class. These actions are unique to each type, and preform diffrently depending on how they work. As standard, "Charactor Abilities" that require an action are preformed by clicking on your player's avatar in the scene and selecting the action from the context menu. "Item Abilities" are preformed by clicking on the item picture in your inventory and selecting the related action. Also, all items requiring an action will be stated as such next to their "Use" menu option.

The following lists the unqiue actions related to diffrent abilties:

Item Abilities:

Keycards: These require no action to preform, and can only be used in the CPC. When this condition is meet, the player can select the "Use" option and the card will be removed from their inventory. This can only be done once per card type, and the game is won once all three are used in the inventory. This is broadcast in chat to all players once preformed.

Health Items: These require an action, and thus can only be preformed on the player's turn. Once selected from the item's context menu, the player will preform the "scavenge" animation on the spot, and the player's health will rise. (ex. Water, Health Kit, etc)

Mods: These require no action to use. At any time, the player may select "use" from the context menu. Once preformed, the item will be removed from their inventory and will be added to the player's "Weapon" view. From this point on, the player's stat will be augmented according to the Mod's stats.

Reprogramming Hardware: Once in the player's inventory, this unique item will and an option to any enemy the player sees. As an action, the player can select "Reprogram" on the enemy. Once preformed, the enemy will immidatly preorm the destruction animation, and the item will be removed from their inventory.

Teleporter: As an action, the player may select a room in their minimap to teleport directly to it. This can only be done to rooms visible to the player on their minimap. This item is not removed after use.

System Reset: This option requires no action and can be preformed at any time. To use, the player can select the "Use" option from the item's context menu. This will be broadcast to all players via chat and the current event will be disabled till the next one starts.

Repair Kit: As an action, the player can select the "Use" action on the context menu. A notification in chat will inform the player to select a junk item from their inventory. Once the junk item is selected, their is a 50% chance that item will turn into a new non-junk item. The player will be informed of the result via chat. If no junk items exist in the player's inventory, the player will be informed via chat and the action will not be wasted.