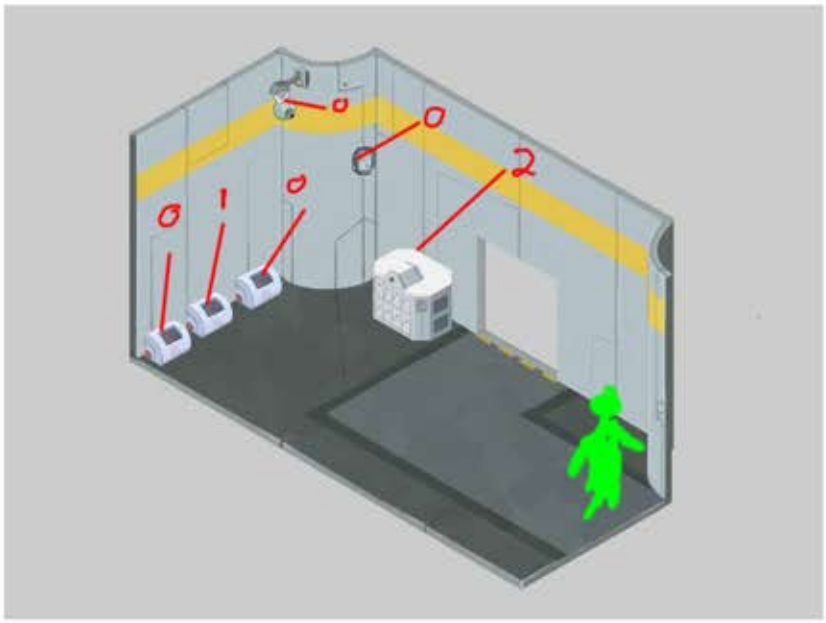
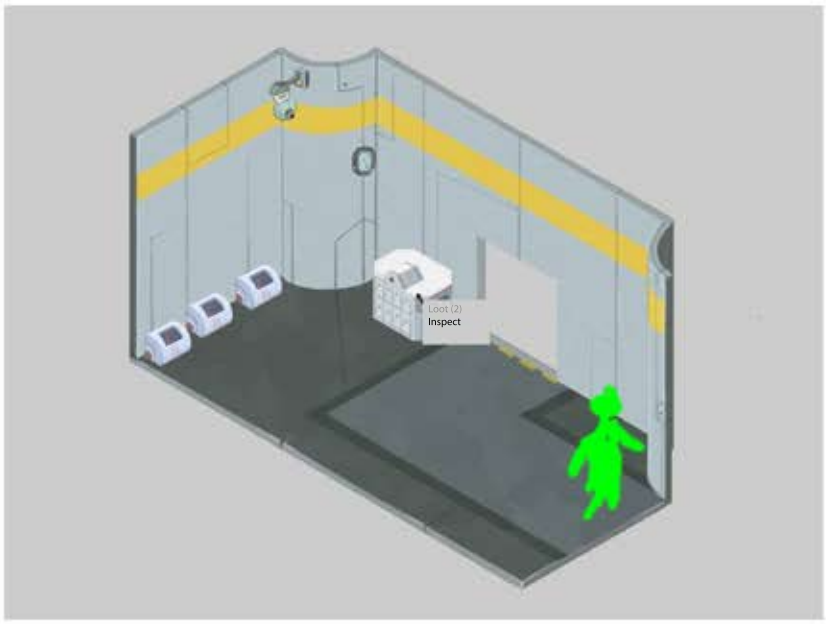
Decompression Design Doc - Player Looting



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

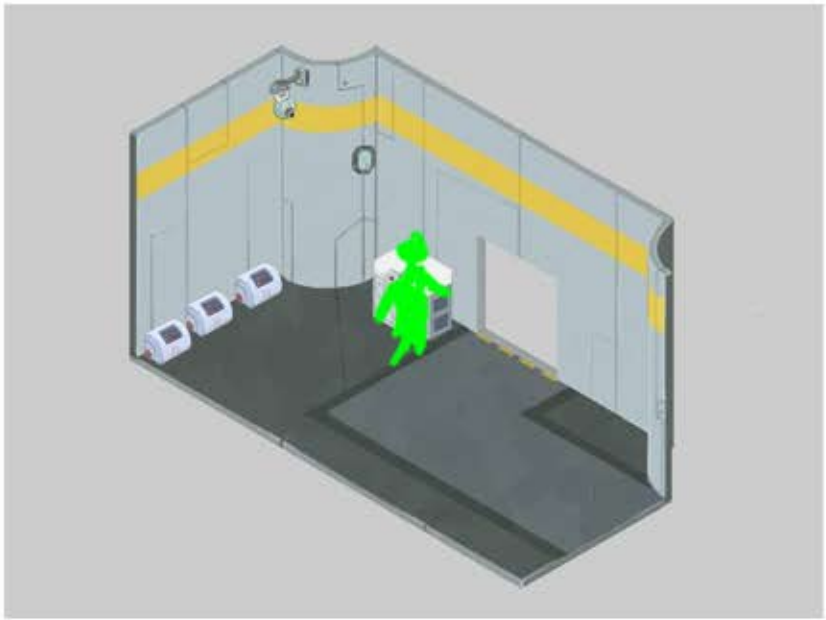
In this example, there are 3 loot items total in this room, spread out between each of the objects. I've labeled each object with how much loot is in it.



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

When it is not the player's turn, the loot 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 loot option will be available, which would cost an action.



When the player selects the loot 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 nothing and the action is lost. 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 gain the player an extra loot find, depleting the loot count by 2 but not using 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 only be broadcast to other players in the same room.