**Mechanics Capabilities**

This doc serves to outline all of the different gameplay possibilities that can be elicited out of each piece of the exosuit as well as through the environment.

**Power Legs:**

The power legs serve to enhance any “leg-based” mechanisms in the game

Possible gameplay changes:

* Double jump
  + Both horizontally and vertically
* Enhanced speed
  + Can run through a dangerous area with ease (also fun for speed running)
* Magnets in boots
  + Can stick to magnetic platforms upside down and use to angle self towards next part of puzzle
* Dance emote

**Grappling Hook:**

The grappling hook is an attachment that will go on the right hand of SA-216. It can be used to grab and manipulate objects out of reach

Possible gameplay changes:

* Swing from pivot
  + Used to get across gaps too large for double jump
  + Can be combined with different jump types for added difficulty
* Grab item from across gap
  + Can grab little platforms and bring them closer or push certain things away to better be able to clear an area
  + Can be used to grab relics that are just out of reach
* Wall Hang
  + Can latch onto walls and hang – then immediately fire hook somewhere else to quickly navigate levels
* Use as winch
  + Fire at some type of pulley that redirects hook and can be used to raise or lower objects – Maybe Nova can help with this

**ExoHelmet:**

The ExoHelmet can be used to illuminate dark areas, navigate toxic gas and shoot lasers at loose rubble

Possible gameplay changes:

* Navigate dark areas
  + There could be some areas that are pitch black normally but are slightly illuminated with helmet
  + Third area could be during sunset or eclipse making the helmet necessary to completing the levels
* Traverse poison gas pockets
  + There could be gas pockets through which the player has to explore
  + Normally you can only go through them for a very short period of time (or not at all) but with the helmet you can spend as much time as desired within the pockets (or an extended period of time).
  + If we don’t grant unlimited access – could have multipath areas that take a few times in/out of the pocket to explore, creating a time trial of sorts.
* Laser to clear debris
  + Certain walls could have clearable debris that the laser can blast away
  + Similar to bombs in Zelda
  + There could be hidden levels throughout the game that can only be accessed after they are blasted away
  + The laser could potentially have to be used mid-air in order to quickly clear an area needed to advance the puzzle/level