Dimension Folding

# Introduction

Dimension folding is the unique levelling up process found in Abyss. When the player levels up, they effectively “fold” dimensions onto their current one, applying unique effects from one dimension to the other. This can increase or decrease the difficulty depending on what type of dimension is folded in.

# Leveling Process

In a typical game of Abyss, the player starts at a base level; they don’t have any unique effects. The following process is followed through a typical game:

1. Player collects a set amount of rift crystals
2. When they reach the correct amount of rift crystals, they gain a level and fold into a new dimension. The type of fold changes depending on the number of levels the player has:
   1. Level 1 is always the ability to shift to the balance dimension
   2. Level 2 is always the ability to shift to the chaos dimension
   3. Level 3 or higher is a random fold, like a slot machine
   4. Level divisible by 5 is an environmental fold; this changes the area that the player is traversing
      1. Balance environments are generally less threatening
      2. Chaos environments are generally more threatening
3. Player’s rift bar is reduced to 0 and the process repeats

# Balance Effects

Balance effects are generally beneficial to a player. These effects make the game generally easier to get through, but they are not as valuable as Chaos effects in the final score system.

## Gameplay

* Ability to shift to the balance dimension
* Flying enemies move at reduced speed
* Grounded enemies move at reduced speed
* Player falls at reduced speed
  + 1.5x, 2x, 3x
* Items get a second charge
  + Wings, Shields, Boots, Hourglass, Singularity
* Wings allow player to hover momentarily when jumping off a ledge
* Boots allow player to walk across hazards
  + Lava, ice, poison, void
* Negative movement altering tiles lose their effects
  + Ice, brambles
* Flying enemies become grounded
* Falling hazards fall at reduced speed
* Landing on blue tiles refreshes the player’s Item cooldown

## Cosmetic

* Particle effect on player
  + Rainbow trail, sparkles, etc.
* Costume effect on player
  + Turns the player into a king, a prince, a queen or some sort of royalty

## Environment

* Normal
  + The initial environment the player traverses through
* Forest
  + A forested environment with many movement slowing tiles and less-threatening hazards
* Castle
  + A castle with lots of static traps

Chaos Effects  
Balance effects are generally beneficial to a player. These effects make the game generally easier to get through, but they are not as valuable as Chaos effects in the final score system.

## Gameplay

* Ability to shift to the chaos dimension
* Flying enemies move at increased speed
* Grounded enemies move at increased speed
* Player falls at increased speed
  + 1.5x, 2x, 3x
* Items randomly do not work when used
  + Wings, Shields, Boots, Hourglass, Singularity
* Rift crystals are worth more
  + 1.5x, 2x, 3x
* Movement speed is increased
  + 1.5x, 2x
* Interdimensional tiles become hazardous
  + Balance, Chaos can kill player depending on current dimension
* Current dimension shifts are reversed
  + Balance tiles are active in Chaos

## Cosmetic

* Particle effect on player
  + Fire, shadow, explosions etc.
* Costume effect on player
  + Turns into an enemy of some kind like an orc, or a goblin or a shadow

## Environment

* Normal
  + The initial environment the player traverses through
* Forest
  + A forested environment with many movement slowing tiles and less-threatening hazards
* Castle
  + A castle with lots of static traps