

Gameplay Pillars

Our Gameplay Pillars define the player experience of our game. These should detail what we intend the moment-to-moment gameplay loop to be, as well as the overall gameplay direction of the project.

Useful but Disposable Weaponry

- Players must rapidly choose between and switch weapons to play effectively
- Specific TARGET RANGE for how long a weapon is useful/desirable
 - Halo: Weapons useful/desirable for around 5 minutes in combat
 - Hotline Miami: Weapons useful/desirable for about 15 seconds in combat
 - **CHOSEN: Weapons useful/desirable for about 1-2 minutes in combat**

Skill Expression through Informed Agency

- Players are always able to make a choice in combat
- There is no hard-set “right” or “wrong” choice
 - Rock-Paper-Scissors, but Scissors is just weak against Rock, not an instant-loss
- Intelligent choices are rewarded
 - Certain weapons being more useful in certain situations/against certain enemies

Arsenal of Weapons with Unique Functions

- Every weapon has some sort of usefulness
 - Availability
 - Power
 - Utility
 - Mystery Factor
- **Blue Weapons especially** have unique functionality that make them appealing
 - Potent Defensive Ability
 - Movement Enhancement
 - Sandbox Interaction

“Hokey-Pokey” (Push and Pull) Combat

- Combat alternates between “Push Forward” and “Hang Back” depending on situation
 - Doom Eternal: “Push Forward,” health & resources come from the dangerous enemies
 - Halo: “Hang Back,” safe cover is needed to avoid enemy fire and recharge shields
 - **CHOSEN: Alternating**, Enemies have the weapons players need/want, Blue Weapons offer “mobile cover,” but safe areas still need to be played around
- Combat flow depends on the situation and how the player responds to it
 - Not always “in the middle of it all”
 - Not always “at the back of the room”
 - A little bit of both

Deliberate and Fluid Movement

- The player has complete control over their movement
- No “movement shooter” mechanics inherent to controller
 - Player must utilize their limited but responsive movement to find victory