Interaction and Locomotion Explanation Document

Locomotion:

For the locomotion part I decided to go with Continuous Movement. I choose it because it was something that I saw an easy way to fix if motion sickness was a major problem. Also, it’s very diegetic to the game as it’s believable that someone would walk from place to place. This will help with my final assignment as I plan to use continuous motion for my player to move around the space.

Interactions

Interaction 1

For the first interaction, I choose to do a lever on a table. Originally it was a lever on a wall but it kept breaking and flying away so I moved it to a table for now. The goal of this was to have the lever pull and the wall to either move or disappear. I got it to disappear, but a more diegetic version would be having it transform out of the way. I plan to use this in my focus project s it is an escape room that will absolutely have to feature a lever that causes a wall to slide out of the way.

Interaction 2

I created a gun that shoots a ball of lightning and then a ball of water and then those balls of elements interact with the towers of the same color to spawn a second set of steps and ground. In the focus project I want to add a few more interactions to this such as the ability to switch between the different ammo types instead of having them alternate. For the main focus project, I would like for the player to use the element gun and the different elemental ammo to solve puzzles in the room.