

(UN) LOCKED

v. 1.0.0

This game is a lockpicking system where the core mechanic is a mix of classic lockpicking with a twist of adding switch press at the right moment is implemented.

Some games which implement similar functionality are Dishonored Series, Dying Light, Thief. Each of them has a visual or audio cue for giving hints to the player. Here it more of a play with patience.

- The **Classic Lockpicking** is **Part-1** &
- Correct **Switch Press** at the right time is **Part-2**.

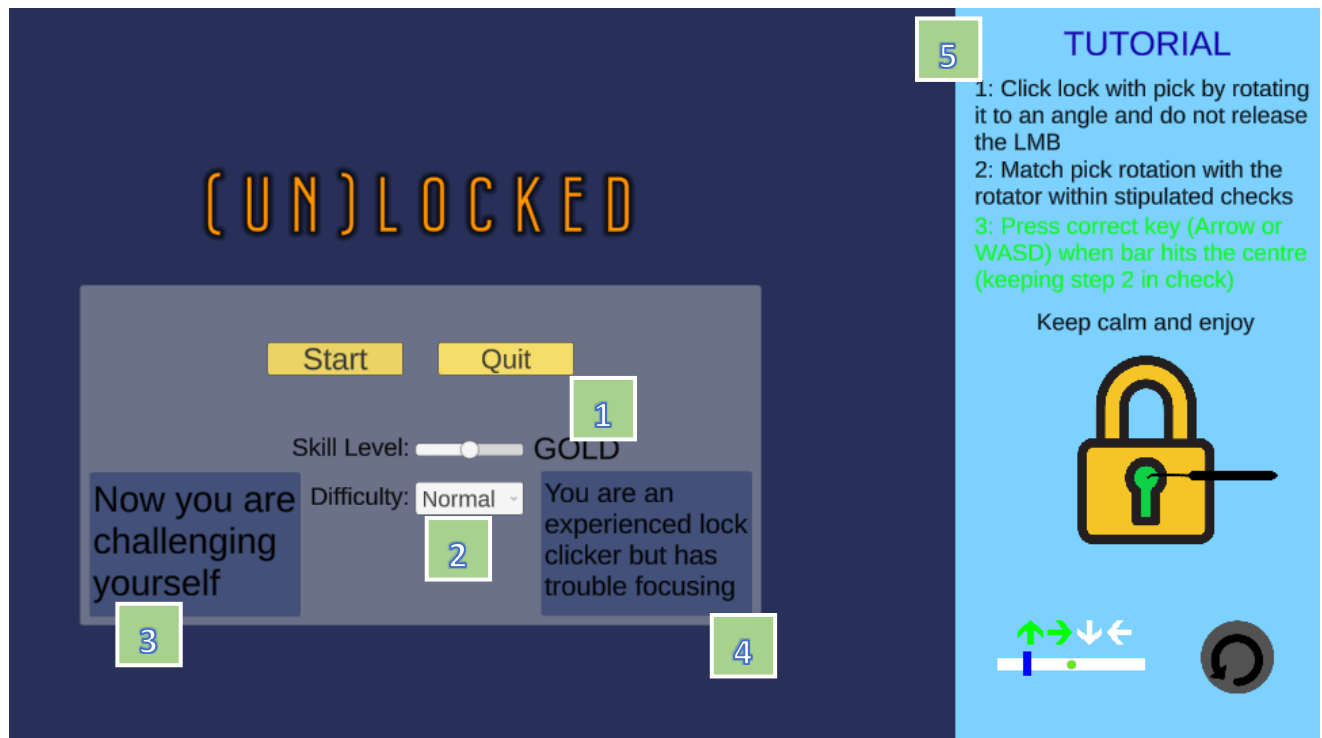
The player must use the Mouse and Keyboard along with a good hand-eye coordination and reflexes to completely pick the lock.

Levels of Difficulty: Easy, Medium, and Hard.

Skill Level: Silver, Gold, and Platinum

Difficulty level affects Part-2 and Skill Level affects Part-1

More explanation is given below on how the difficulty and skill level affects the entire gameplay.



1 – Skill Level slider which gives the option of Silver, Gold and Platinum

2 – Difficulty Level is a drop-down menu which has Easy, Normal and Hard

3 & 4 – Gives a small phrase that assists the player in understanding the intensity choice of Skill or Difficulty.

5 – A tutorial animation sequence that plays on its own and repeats which gives a walkthrough of the entire game in a gist. This is super helpful to understand if playing for the first time.



Objective of the game:

Click the lock (Find the right pick angle). Depending on the skill level, the threshold of the accuracy is affected. The more skilled, the more accurate. Platinum level players will have the lock clicked easily and faster than Silver or Gold.

Rotate pick in the direction shown by the rotator (5) **WITHOUT!** releasing the LMB after Click **Press** the switch when the blue bar aligns at the right position of the green center dot. The switch must be the right direction key: Arrow keys or WASD accepted. However as given above the order also must match: Up, Right, Down, Left. This order shuffles every game OR if the player presses the wrong key at the trigger.

The speed and width of the trigger blue bar is affected by Difficulty – easy, medium, and hard

NOTE: If key press happens when the trigger is out of the center dot, your lockpick will fail and the game will end.

- 1 – UI That keeps track of checks for the Part-2 checks of rotation pick and a timer
- 2 – Player selected skill and difficulty level to let player know what was selected
- 3 – Pick that must be used to click and rotate by keeping LMB pressed never releasing it till the lock is picked
- 4 – Lock that changes its sprite for each step: Locked, Clicked, Broken and Unlocked
- 5 – Rotator that rotates clockwise or counterclockwise showing rotation direction of pick
- 6 – HUD for the trigger bar, trigger spot. The bar moves left and right based on difficulty level. When it hits the center dot, the bar turns green indicating the key switch to be pressed. The arrow keys shown indicates which key must be pressed. Pressing the key at the right time is vital.