LOCKPICKING MECHANICS – Skyrim lock picking system. By kevin chua

KEYS ‘A’ AND ‘D’ used to rotate the lockpick in the northern 180 degrees of the lock.

While moving left and right a clicking sound is made when the lockpick is within range of the target degree.

SPACEBAR is held to rotate the lock and will prevent the lockpick to be rotated. If the lockpick is within an acceptable range of the target the lock will open. If it isn’t the lock will stop rotating at 45 degrees.

The target buffer starts at 5 degrees above or below the target and the difficulty increases this.

Easy= buffer + 15, Medium= buffer +10, Hard Buffer= + 5, Hell Buffer= +0.

A skill rating of 0 -10 is also taken into account. The skill rating affects how close you can be to the buffer to trigger the clicking sound and affects how loud the clicking will be allowing for an easier time to identify the correct region the player has to be in.

This buffer skill range is equal to the target buffer range + (10- skill level).s