

This document modifies and merges from different previous design documents.

The symbol [TEXT] means that it is a temporary attribute/stats by default.

Key Bindings

UP - Space

DOWN - S

LEFT - A

RIGHT - D

SHOOT - Left Click

INTERACT - Right Click

CHANGE MODE

Wire System

Wire is the player's weapon. The player can use SHOOT to throw out the wire to the mouse direction. The wire will automatically attach to a pluggable object when the end of the wire gets close to it.

- Before throwing out the wire, the player can hold SHOOT to enter bullet time, making it more convenient to throw wire in the air. The wire will automatically be thrown out several seconds after entering the bullet time.
- The player can unplug by using SHOOT again.

The player is able to attach the wire to a pluggable object in the air / on the wall.

- When the player is on the ground, the wire will shorten/lengthen automatically to adapt the player's position; but the player is not able to move away from the range of the max wire length unless the player unplugs the wire. When the player jumps, they become in the air.
- When the player is in the air, the player can use UP to firm the wire, so that the player will not drop. In other words, the max wire length would be reduced until unplugging.

- When the player is in the air, the player is able to use RIGHT/LEFT to swing around the plug. There is a maximum swing height [45 degrees on both right and left].

During combat, the player is able to engage with the enemy with the wire.

- When the player throws the wire towards the enemy and the wire hits it, it is seen as a direct wire attack.
- While plugged, the player can overload or drain the enemy, and can switch between overloading and draining.
- While overloading or draining, the player's moving speed will be reduced by [--%].

Energy/Virus System

Energy is the player's health.

The player has a stat that indicates the amount of energy it holds. The player's energy and virus are a shared resource. Virus is calculated as a percentage of the player's current energy, and if the player either hits 0% energy, or 100% virus they will die. Whenever the player is attacked, depending on the enemy that is attacking them, either their energy level will be depleted, or their virus level will be increased.

- The player starts with [100] energy total.
- The player starts with [0%] virus infection. (there is possibility of the player needing to unlock the ability to perceive virus)
- The player may be able to regenerate energy slowly outdoors by [0.1/second] using solar power. (Not applicable for chapter 1)
- Some abilities/upgrades/events may allow the player to restore energy or increase max energy. (not implemented)

The player can also use energy to use special abilities, for example wire and double jump.

- While using the wire to OVERLOAD an enemy, energy would be consumed at [--/second]; and the enemy's energy increases at the same speed. The player

transfers both energy and virus to the enemy. The amount of virus transferred is dependent on the player's virus percentage when they use OVERLOAD.

- While using the wire to DRAIN an enemy, the player would gain energy at [--/second]; and the enemy loses energy at the same speed. The enemy transfers both energy and virus to the player. The amount of virus transferred is dependent on the enemies virus percentage when the player uses DRAIN.
 - The increment depends on both the player's infection level and the enemy's infection level. If the difference between infection levels is large, the player's infection level may be increased more. For example when DRAINing:
 - If the enemy is at 0% infection, the player's virus will not increase.
 - The player is at 20% infection, enemy at 10% infection, player's virus may increase at (0.05%/second).
 - The player is at 20% infection, enemy at 20% infection, player's virus may increase at (0.1%/second).
 - The player is at 20% infection, enemy at 40% infection, player's virus may increase at (0.2%/second).

The virus would not decrease automatically. However, many abilities/upgrades/events allow the player to decrease virus levels

Enemies also have an energy bar for their health.

- Enemies would permanently shut down when their energy drops below 0%, which means being killed.
- If their energy reaches over [100%] of their max energy, they will be stunned for a few seconds. Most enemies do not start with max energy.
- Enemies may also may consume energy to use special abilities.
- Enemies, like the player, have virus as a percentage of their energy level. Enemies with more virus are usually more aggressive and can transfer their virus to the player