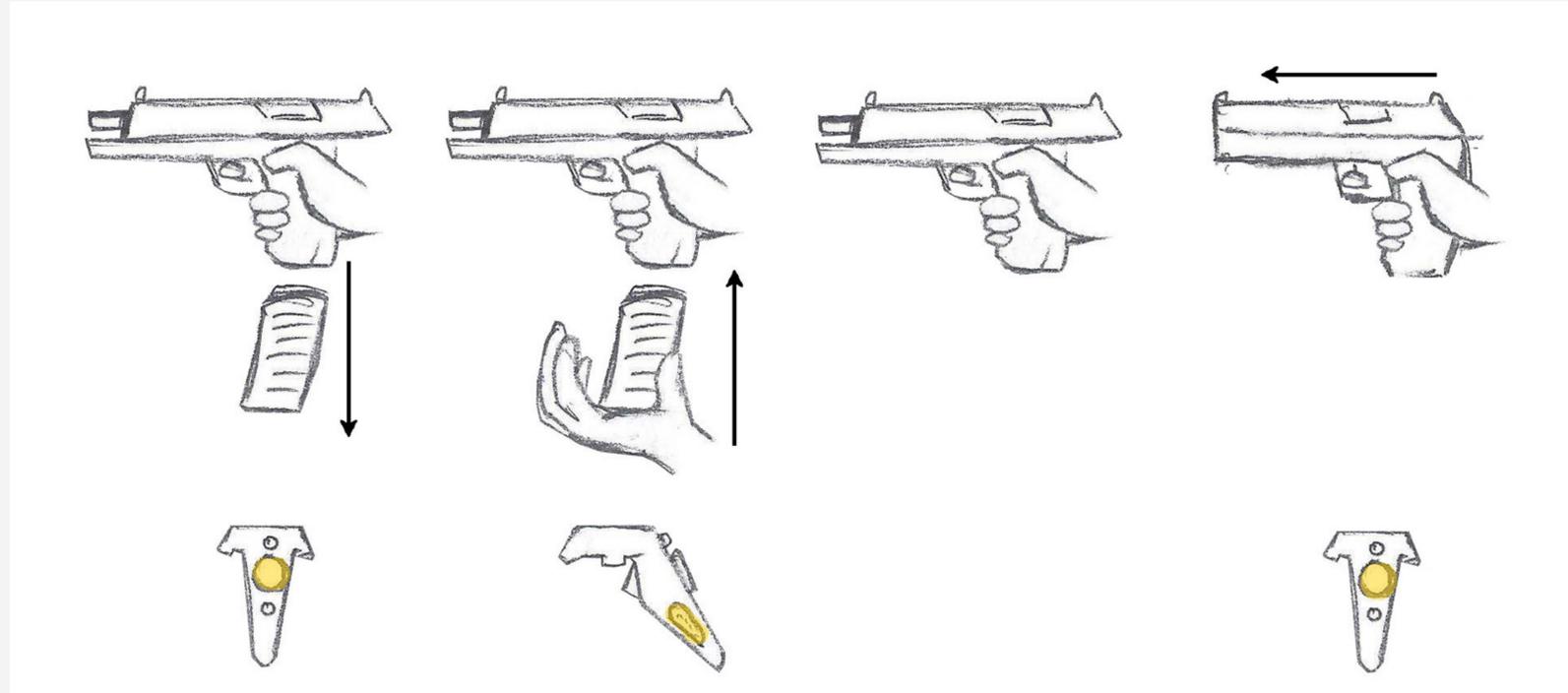


System Design

| Gun Mechanics / Progression |



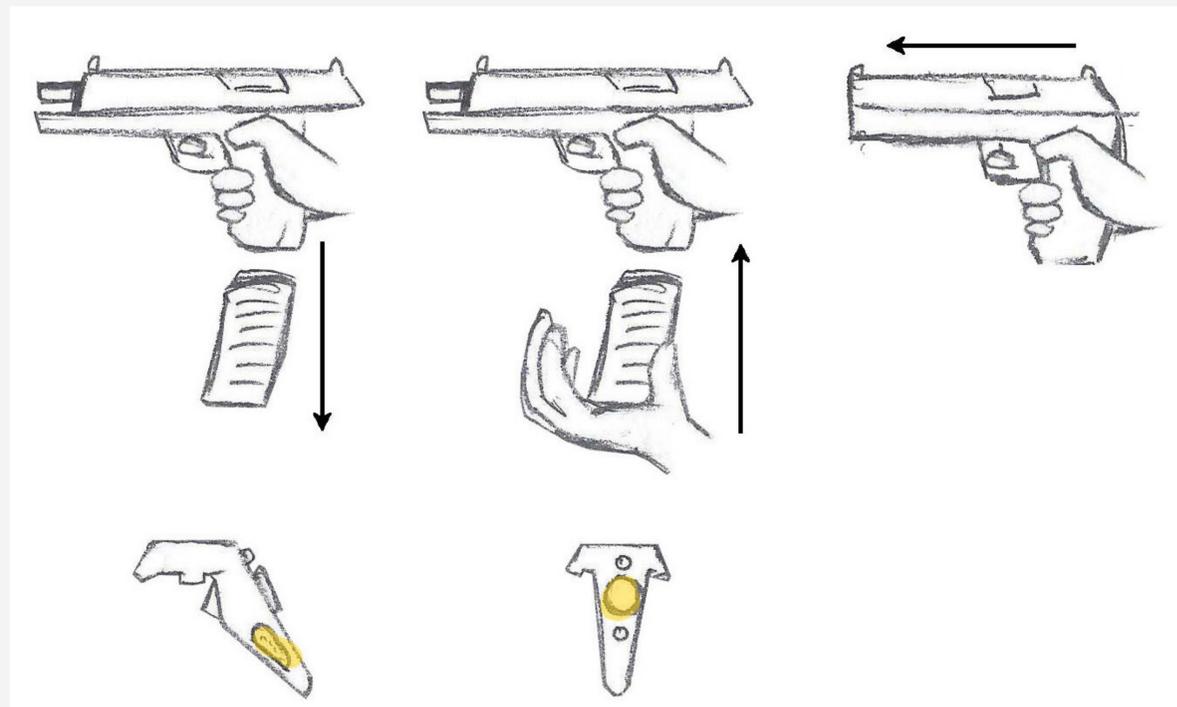
- I didn't want players to feel safe even when they had a gun, so I added steps to weapon reload cycles that the player has to physically carry out. Each added step creates an opportunity for the player to fumble and further extend their reload time, increasing the amount of time they are vulnerable to attack. This creates a lot of anxiety during a stressful situation.

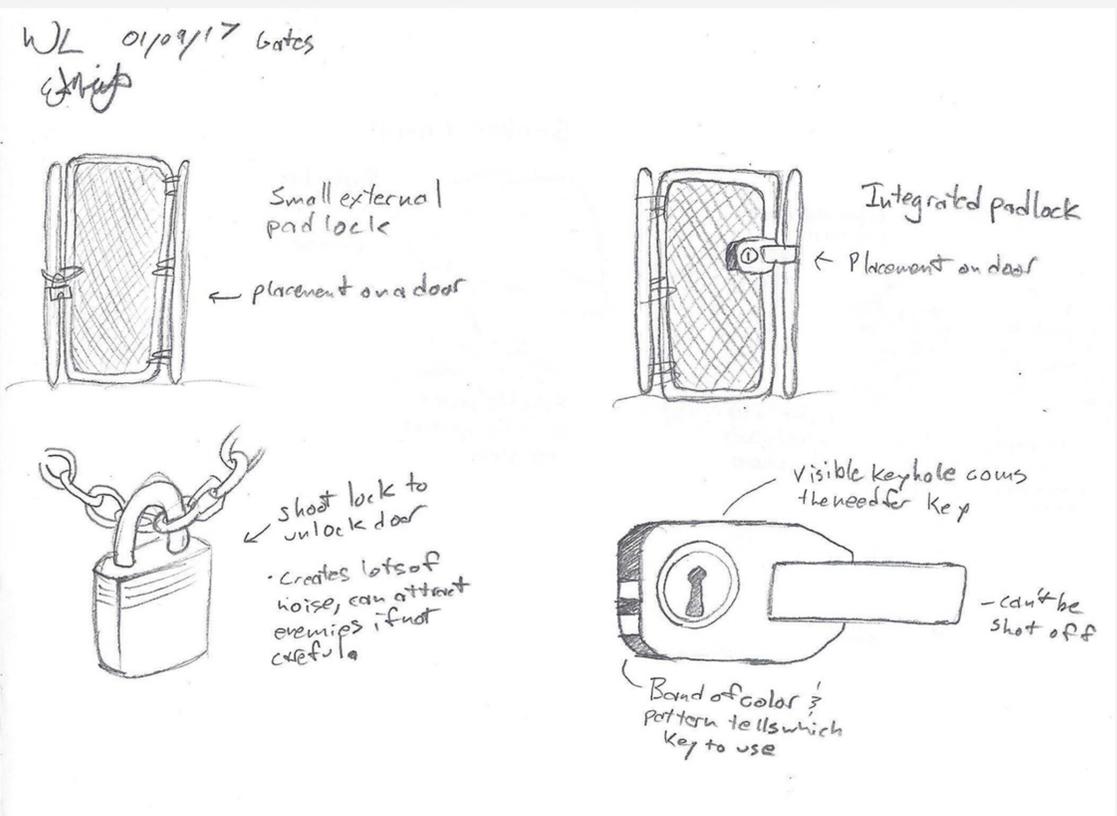
- The number of steps in the reload cycle for each gun went through a few iterations as player testing went on but it largely stayed consistent across all weapons in order to help make their operation more accessible.

- The weapon reload can be optimized with practice, meaning players can gain a feeling of accomplishment and power by mastering a weapon's reload cycle.

- Making resources such as ammo and health scarce encourages players to play strategically and conservatively. Since literally every bullet counts, the player is at a constant disadvantage. Players have a melee weapon, but they have to get dangerously close to enemies in order to use it.

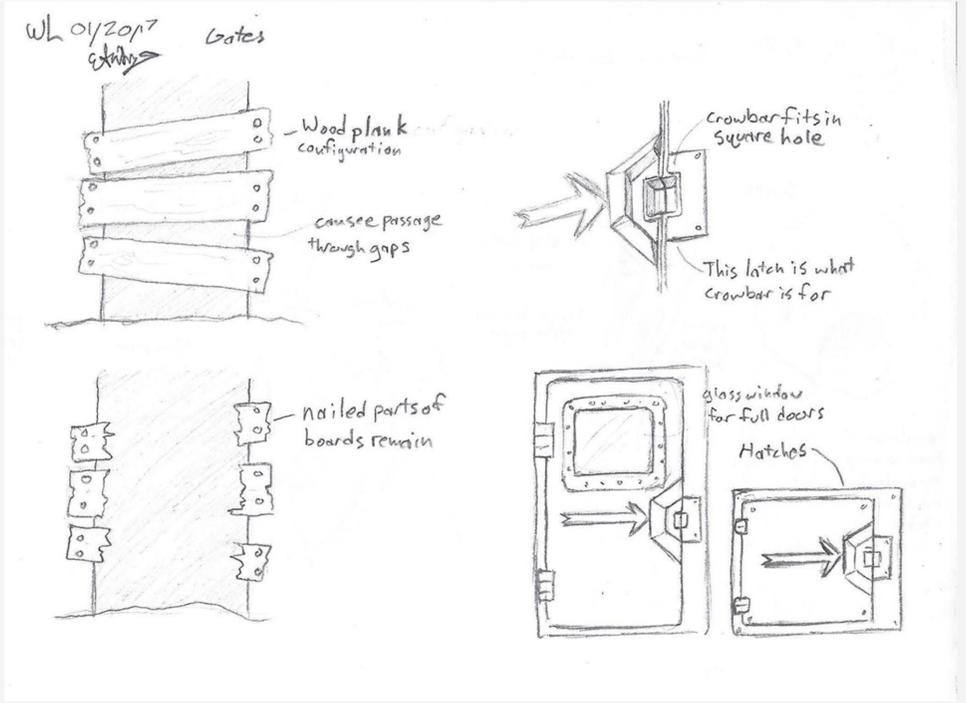
- Players also couldn't easily run and gun through an area due to the disruptive nature of the teleport mechanic. This encouraged players to think before they acted.





- Players needed to have a good understanding of their environment in order to make the most out of what little resources they had. Tying this into the progression of the game would help support that, so I came up with items that the player would use to 'unlock' certain gates throughout the world. This way players had their spacial awareness rewarded with knowing where to go next.

- One trick that helps with immersion in VR is physically having to do something. I designed the axe and the crowbar so that the player had to exert physical effort in order to destroy their item specific obstacles. The player would have to actually chop away wood planks or jam their crowbar into a door and pry it open. This gave some physicality to the world that helped ground the player in the game.



- Some of these items had a double use, like the axe and crowbar could be used as melee weapons.

- For the padlock, I decided that requiring the use of the player's gun in order to unlock it made for more interesting decision making. The player would take a risk between having more ammo to help survive longer, or risk wasting a bullet or two shooting off a lock to a room that may have nothing substantial in it.