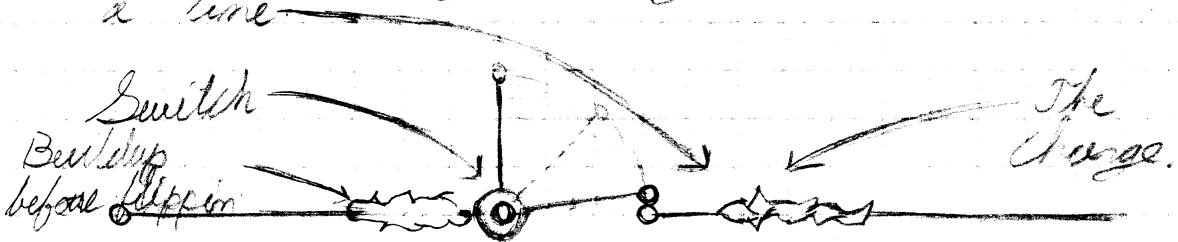


Resistance - Original game design entry Journal ①

Core Element: Challenge - Reflex.

Goal-idea. The player will begin in a nearly pitch black room, in a 3-Dimensional space. Some rooms will feel different than others at the start. After attempting to look around the environment for approximately 15 seconds, a light switch will begin to glow on one of the walls in the room, hinting the player that he/she should walk over and attempt to do something with it. After flipping the switch on, the game shifts from a 3-D to 2-D environment where the game actually begins.

Primary idea: after flipping the switch, an electric charge will begin to flow through a line.



With the charge, the player's goal is to find, and give the actual light the charge, to turn it on. After finally charging the light, the screen will become an extremely bright yellow/white and the game will cut back to the first person view of the lit room. Now the player can advance forward and activate the next switch.

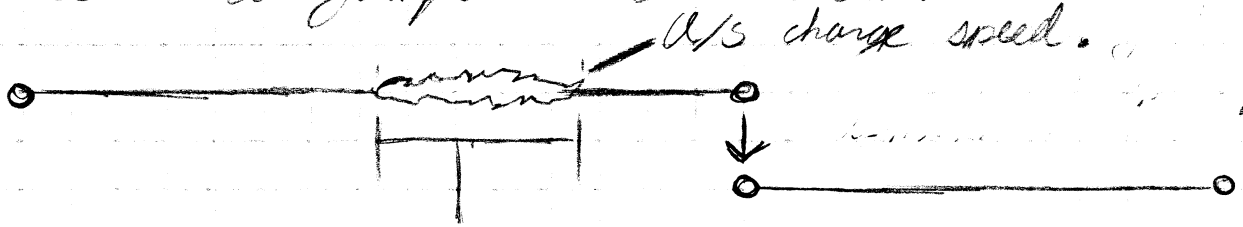
On The Circuit (Pursuing Mechanics)

o The Charge

The charge is what the player will be dealing with for most of the game.

o Elements of the charge.

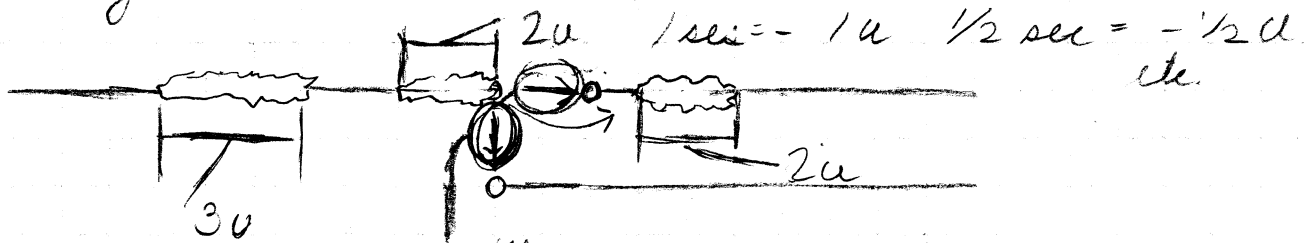
- Charge length: The longer the charge length is, the more time players will have to react to jumps in the circuit.



Charge length Measurement (units/u)

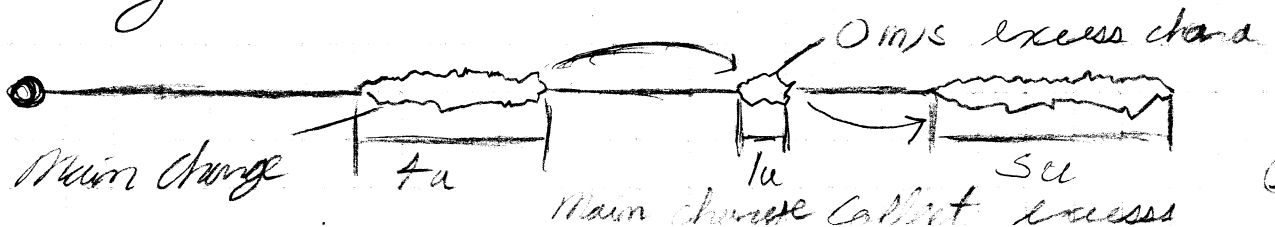
- Charge Speed: There will power ups that boost your speed, and your speed will consistently increase every next level, indirectly affecting the difficulty.

- Jumping: When you arrive at a gap in the path, as pictured below, you must press one of the four arrow keys to jump it. Every second that it takes you to press one of the arrow keys, your charge will become shorter and shorter.



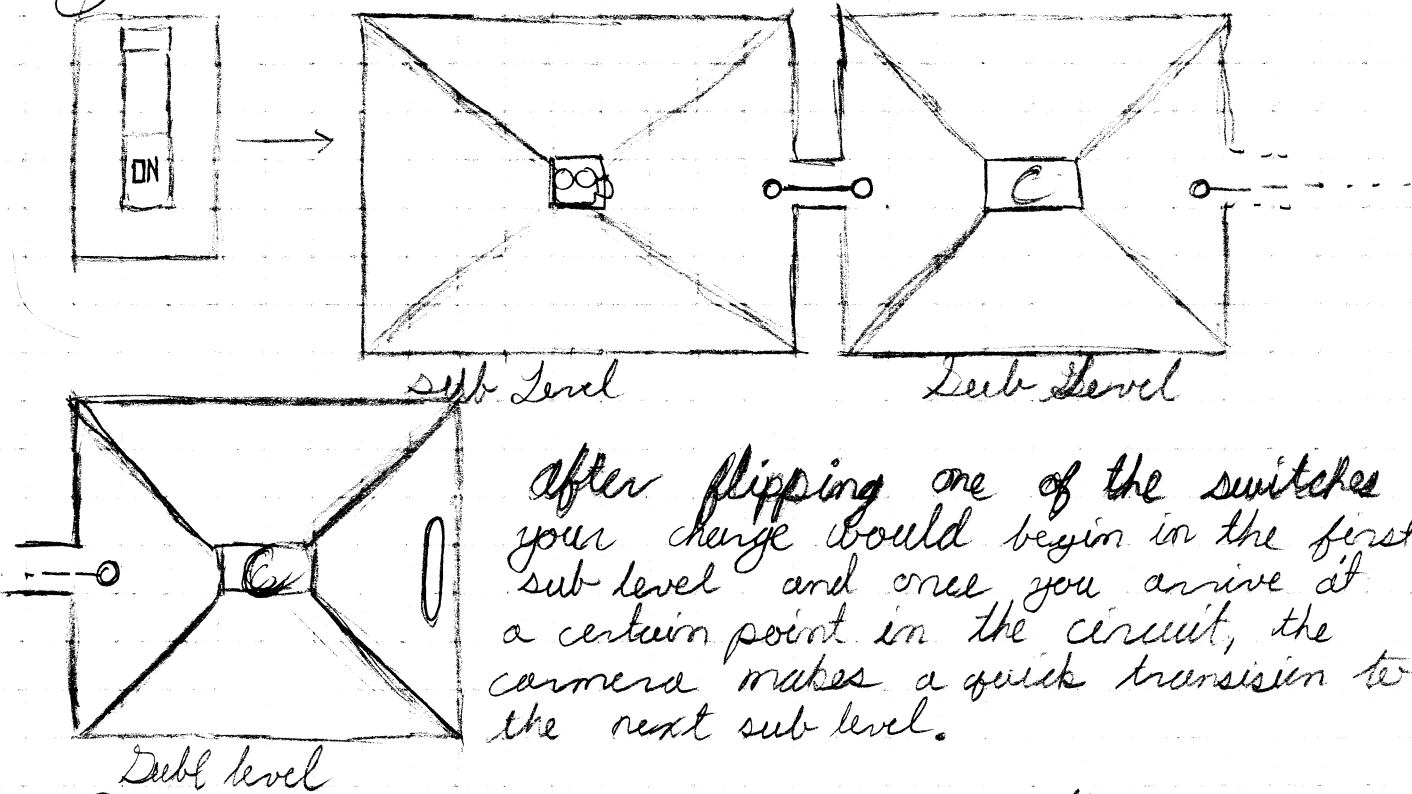
either direction can be chosen.

- Increasing the length of your charge: from time to time you may see excess charge sitting on the circuit.

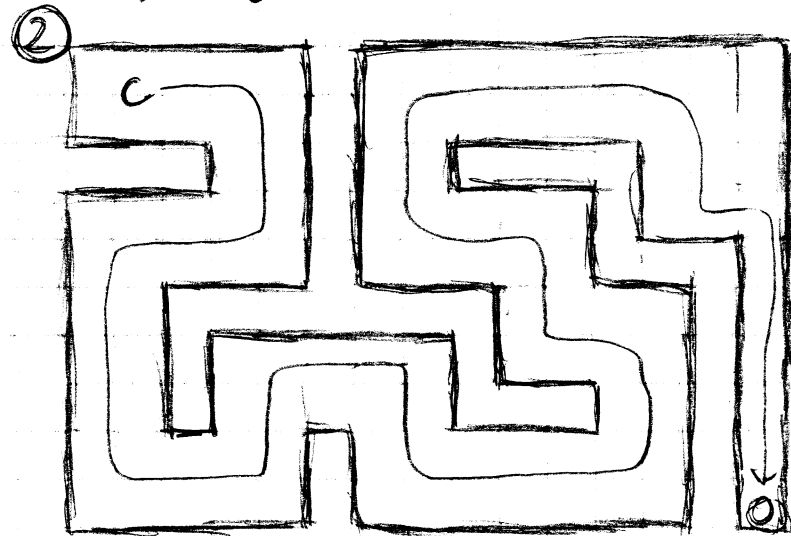


As shown, going over the excess with the player controlled charger makes it longer, hence allowing the player to keep performing jumps without losing.

① Level Design and systems. (Two possible systems)



After flipping one of the switches your charge would begin in the first sub-level and once you arrive at a certain point in the circuit, the camera makes a quick transition to the next sub-level.



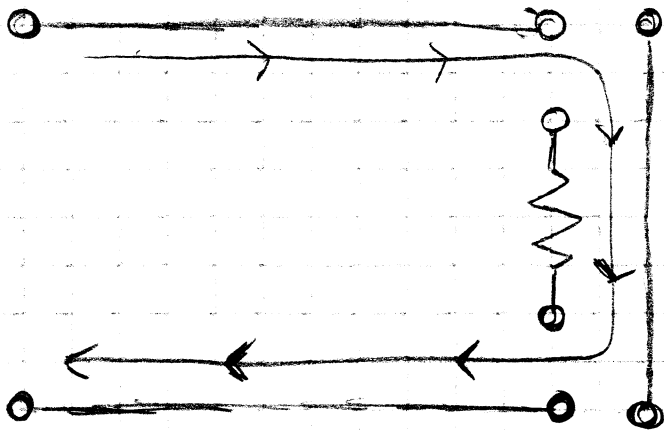
Here, the camera would follow the charge's linear position. This implementation would work better because the game would have more of a flow to it. It would also be easier to have the game break and release tension with completely stopping it.

Circuit Mechanics



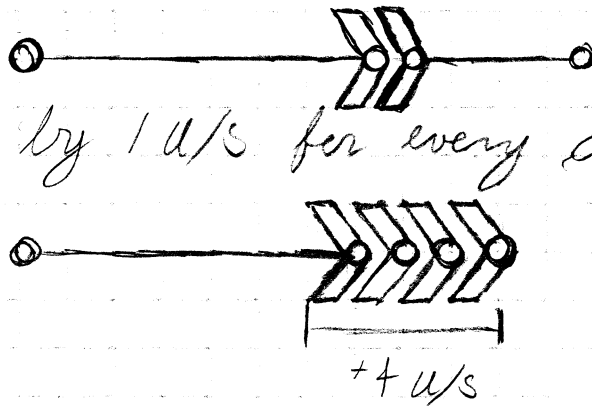
If your charge goes through a resistor, it will decrease the length of the charge depending on how long the charge is over the resistor. This is where speed becomes an issue. The faster your charge is moving ③

The less damage it will take, because it will not be on the resistor for a long duration of time. Sometimes the path with the resistor will be the shorter path, but this will come at a cost. duh



Resistors will act as more of a risk taking mechanic. Can you take the risk and complete the level faster.

- Super Chargers



Super Chargers increase the speed of the charge. These can be helpful for quickly crossing over resistors.