

Example - Mechanic Design



Dark Sector: Glaive - Multiple Target Selection

Mechanic Design Brief

- *Take a familiar but simple game mechanic from a current well-known game.*
- *Break this down into a spec sheet for all team members such as programmers, modellers, animators, artists, sound design*

Mechanic Design goals

1. *An easy-to-use, 'lock-on' style targeting system*
2. *A more effective and satisfying weapon with a higher kill ratio*

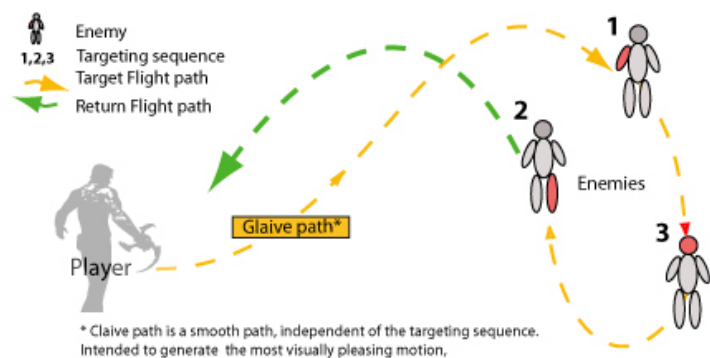
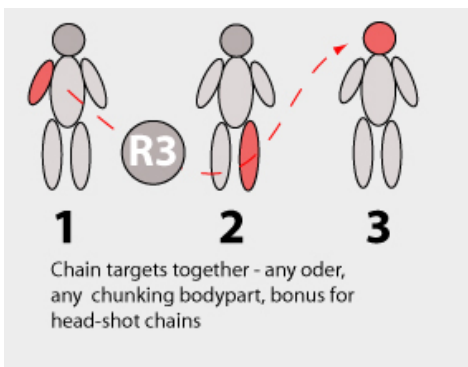
1. Mechanic Design - 'Dark Sector' Glaive Target Selection

Glaive - Single Target Selection (existing mechanic)

1. The glaive is a triple-bladed throwing disc that automatically returns to the player.
2. Hold [LT] + [RB] to activate glaive target reticule, look with [R3] - target single enemy (body part)
3. Reticule changes shape & colour depending on target [Object property trigger]
4. Release [RB] to throw glaive (Glaive has a maximum throw range, which increases with XP)
5. Glaive returns to player.
6. **Problem:** Weapon is not effective enough and as a result not satisfying - It feels clunky, unreliable and unresponsive.

Glaive - Multiple Target Selection (improved mechanic)

- **Solution:** An easier to use, lock-on targeting system. More effective and satisfying due to higher kill ratio
- "Sweep and release" mechanic (with optional time-limit element)



1. Hold [LT] + [RB] to activate glaive target reticule
2. Look with [R3] passing reticule over enemies to tag multiple targets
3. The reticule applies a "target tag" to individual body parts (one body part per enemy)
4. Release [RB] to execute throw sequence – (optional element: 1st person POV glaive)
5. Glaive returns to player.
6. (Optional) All target tags are lost X seconds after the last target is tagged
7. Achieve target chains (especially multiple head-shots to earn experience points)

Asset List	
Code	<ul style="list-style-type: none"> • Variables: Max travel range / target range, max targets, flight speed, game speed during flight (80%), accuracy, chain headshots for XP x2 multiplier, Target 1 limb per NPC • Flight path – smooth curved path between all targets and player (points on the curve) • Camera attached to glaive – facing forwards along flight path • All enemy tags are cleared if the player takes damage when targeting • If the glaive hits an object / surface in flight it corrects route and continues to target
Animation	<ul style="list-style-type: none"> • Player character throwing glaive – right arm pulls back and release in a discus style throw • Player character catching glaive – right arm rises • Enemy arm, head and leg hit & chunk reactions • All above require a set of additional minor variations
Character	<ul style="list-style-type: none"> • Enemy characters with chunking limbs (torso, legs, arms & head)
SFX	<ul style="list-style-type: none"> • Glaive throw, Looping glaive travel SFX, Glaive collect SFX, Glaive ricochet SFX (Generated between surface and blade) • All above require a set of additional minor variations
PFX	<ul style="list-style-type: none"> • Glaive triggers a collision PFX off of all surfaces it hits [determined by surface material] • Limb chunk PFX
HUD GFX	<ul style="list-style-type: none"> • Reticule HUD graphics: no target circle, target tagged, • Countdown graphic (communicate x second countdown visually)
Full Screen FX	<ul style="list-style-type: none"> • (Optional) Blade flight full screen FX / includes FOV change