

# Open Water's Central Driving Mechanic

A unique approach to an open world "drive about" mechanic, fusing several genres of game together into one seamless style of play. This will be the USP of Open Water and the mechanic that requires the most time devoted to balancing and testing.

## Goals

- Create a mechanic that compliments a world where driving about is active play rather than just a means to get from one location/mission/etc. to another
- Create a mechanic that has three distinct styles of play, but are interconnected enough that it feels like a complimentary system, where one part cannot exist without the other
- Allow the player to devote themselves to one part of the playstyle and, within reason, let them play the game entirely with that part alone
  - It's likely the player will have to, for example, put the driving AI on the right track in areas with no enemies
- Saying this, reward the player for making use of other styles of play besides ones they are comfortable with
  - This can easiest be done by linking this to other mechanics/reward systems

## Playstyle

The player can, at any point while driving around the world, take control of one of three player characters who are all in the truck. When not in control, the characters are instead controlled by AI.

### Offence — Shooting

The player takes control of Bekam in the cargo bed, who can move to set locations and shoot and throw explosives at enemies. When in AI control, she will try attacking the nearest enemy.

### Defence — Driving

The player takes control of Karana who is driving the truck. When in AI control and in combat, they will attempt to drive out of the way of direct attacks. When out of combat, they will drive forward and avoid direct obstacles.

### Support — Rhythm

The player takes control of Ezo who plays guitar in the cargo bed, giving the team selectable buffs. Examples of buffs are increased damage and faster truck movement, and the buffs will persist for some time after Ezo isn't in control. This is done through a simple rhythm game that matches the music diegetically, including if the player misses a note or hits it offtime. When in AI control, no buffs will be given.

*Possibility: the rhythm followed is an extra layer on top of the music track, and when Ezo is not in control that layer does not play.*

## Success Criteria

- Players feel engaged with the world when travelling, rather than switching off and just thinking about the next area to reach
- Players do not feel like they are forced into playing something they do not enjoy, and being encouraged to engage with playstyles they don't like feels optional