

# Game Mechanics

[< Back](#)

[Next >](#)

---

## Player Abilities

**Walk/Run:**

**Jump/Doublejump:**

**Melee-Attack Combo:**

---

## Camera

A Third-Person Camera that follows behind the player,

variable in Distance when moving the camera to look from above, or to look from below.

The camera mustn't clip through the player. If the camera clips through the environment, the environment should render in a transparent way, to make them see-through.

---

## User Interface

Start Menu

Pause Menu

HUD

Settings Menu

Item Pickup View

Mask Pickup View

---

## Saving System

A saving system will be required to load the players current game progress. Managing multiple saves and starting a new game instead of loading a save should be possible. Saving should only be possible when the player is grounded and is standing still.

Following information will be required to restore a valid game state:

- List of unlocked areas
- Currently equipped mask with stats
- List of known enemies
- List of known items
- List of unlocked secrets
- List of unlocked masks with stats

If the option to save while attempting a run is required, following additional information will be necessary to restore a valid game state:

- Current level number
- Current player position (Or Platform position the player is close to)
- Current player HP
- Currently equipped items
- List of completed platform IDs this run

After loading the game state, all passive item effects should be applied before setting the current player HP.

---

[< Back](#)

[Next >](#)