Features

Character

Camera

Movement

Essential movements
      Walk
      Run
      Crouch
      Slide
      Jump
      Mantle

Fighting
      Lateral Dash
      Cover system
Optional
      Double Jump

side notes:
hack enemies
steal cards from defeated enemies

Weapons

see [Weapons Document](#)

Cyberware

All the data below are extrapolated from the Official Wiki of Cyberpunk, these will be the base value from where we will start.
Every time a value will be tweaked it will changed both here and on the main spreadsheet

The player will have the opportunity to choose between two different main Operative Systems:
- Sandevistan
- Cyberdeck

Sandevistan

The one that will be used as a reference for the upgrade is going to be the Dynalar that will give the following power ups:
- Slow Time by 50%
- Small bonus in Crit Chance (5% ~ 15%)
- Small bonus in Crit Damage (5% ~ 15%)
- Duration: 8 seconds
- Cooldown: 55 seconds

Allows the player to slow the time, not the one of player, for a certain amount of time

Cyberdeck

This Operative System allows the player to use the following quickhacks

NAME: Bait
EFFECT: The player can use specific items to lure the enemies, when out of combat, if they are within the range
RAM COST: 3
COOLDOWN: 10 sec
TIME NEEDED: 0.5 sec
DURATION: 13 sec (Time spent by enemy to check)
IS TRACEABLE: No

NAME: Reboot Optics
EFFECT:

- In Combat:
    - The Enemy accuracy decrease
- Out of Combat:
    - The Enemy detection bar will reset

RAM COST: 2
COOLDOWN: 10 sec
TIME NEEDED: 0.2 sec
DURATION: 15 sec (5 Sec blind, 10 sec lower accuracy)
IS TRACEABLE: Yes

NAME: Initiate Overload
EFFECT: Destroy the object (If explosive it will detonate)
RAM COST: 1
TIME NEEDED: 0.5
DURATION: 5 sec
IS TRACEABLE: No

NAME: Pacific Mode
EFFECT: Turrets and cameras will see the player as a friend and enemies as targets
RAM COST: 4
TIME NEEDED: 2 sec
DURATION: 30 sec
IS TRACEABLE: No

NAME: Turn Off
EFFECT: Turn off the camera
RAM COST: 4
TIME NEEDED: 0.5
DURATION: Infinite
IS TRACEABLE: No

NAME: Turn On
EFFECT: Turn on the camera
RAM COST: 4
TIME NEEDED: 0.5
DURATION: Infinite
IS TRACEABLE: No

NAME: Weapon Glitch

EFFECT: Jam the weapon of the enemy and set it temporarily unusable, after will decrease the accuracy

RAM COST:4

TIME NEEDED: 0.3

DURATION: 28 sec (x sec for weapon jammed and y sec for lower accuracy)

IS TRACEABLE: Yes

Extra:

NAME: Ping

EFFECT: Every Enemy connected to a local network (specified area) will be detected and visible throughout the walls
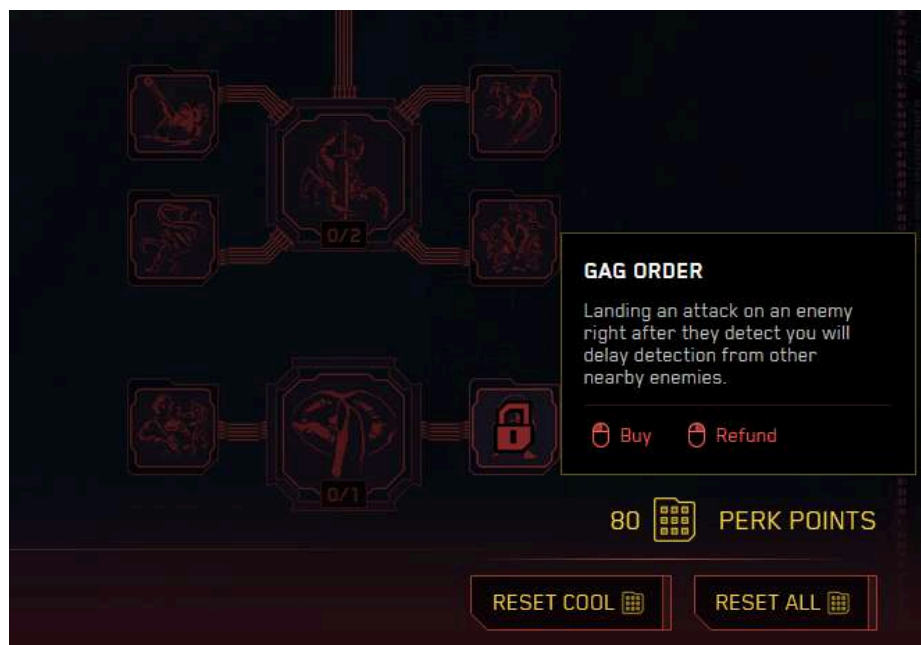
RAM COST: 4

TIME NEEDED: 1

DURATION: 1 sec if done on electric device enemies, 20 sec if done on enemy

IS TRACEABLE: No

NOTE: Gag order skill allows the player to have a window from the first shot before enemies will be triggered (Could be only in the stealth archetype)

Statistics

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Every time a value will be tweaked it will changed both here and on the main [spreadsheet](#)

Health:

Health is a measure of your vitality, you start with 100 Health Points.

Stamina:

Dodging, dashing and attacking deplete your Stamina, but it will begin to regenerate shortly after you used it last.

Shooting ranged weapons drains your Stamina with each shot, reducing weapon handling. Swinging melee weapons drains your Stamina with each attack or Strong Attack. Reaching 0 Stamina will severely reduce melee attack speed until recovered.

Armor:

Armor reduces the amount of damage you take. For every 10 points of Armor, you reduce the amount of incoming damage per second (DPS) by roughly 1 point.

Crit Chance:

Determines your chance to deal a Critical Hit. By default, a Critical Hit deals 50%

Base Ram:

In order to perform quick hacks, you require base RAM. Once a RAM unit has been used, it will take 60 seconds outside of combat to recover. Certain [enemies](#) may have quickhack resistance, increasing the amount of base RAM required for them to be hacked.

Headshot Damage Multiplier:

Increases the damage you deal with a headshot. The amount of additional damage a headshot will deal is determined by the Headshot Damage Multiplier Stat on your weapon.

NPCs

In this section will be analyzed each of the main archetypes of the project and for each of them it can be found their Attacks, Behaviours, and Statistics.

The behavior section will describe all the behaviors proper to the class in that specific state (e.g., wait at a point and patrol).
This means that every enemy of that class will do at least one of those behaviors

Melee

The Melee archetype is the second most common enemy, due to its increased life, the moment it detects the player will run toward the player and attack him with his weapon.

Attacks:

This archetype of enemy will attack the enemy with close range melee weapon, such as machetes or axes

Behaviors:

Unaware
- Wait at a point
- Patrolling on a predetermined route

Combat
- Running towards the player and attack

Alerted
- Go back to his default location and looking for the player in specific points (Decided by designers)

Statistics:

Higher health than the gunner enemy.

Gunner

The gunner is the most common enemy, due to his versatility can attack the player with different weapons and adds diversity among enemies.

Attacks:

The gunner will have two weapons
- Ranged, one between rifle, shotgun or pistol
- Grenade, if no other enemy is within a certain range they can throw one at the player (The probability could increase depending on how long the player has been far away from enemies or how long the player manage to not get hit by enemies)

Behaviors:

Unaware
- Wait at a point
- Patrolling on a predetermined route

Combat
- Looking for a cover (The ideal cover will change accordingly to its weapon)
- Shoot the player
- Throw a grenade at the player

Alerted
- Go back to his default location and looking for the player in specific points (Decided by designers)

Statistics:

Netrunner

Attacks:

Netrunner archetype will use netrunning as the primary weapon, using hacks such as [Overheat](#) and [Weapon glitch](#) . They will always have a pistol as a gun that they can use if the player gets too close.

Behaviors:

Unaware
- Controlling cameras in the netrunner room
- Send enemies to a camera location (If the player destroys a camera)

Combat
- Looking for a cover distant from the player
- Shoot the player
- Use quick hacks on the player

Alerted
- Go back in netrunning room and use cameras to look for the player

Statistics:

Lower health than the gunner enemy.

Boss

Attacks:

The boss will be a powered up version of the netrunner, it will have a medium range weapon
and use hacks such as:
[Reboot Optics](#) (Short flash on screen and boss will teleport in other position)
[Cyberware Malfunction](#) (Player cannot use QuickHacks)
[Overheat](#)

Behaviors:

Unaware

Combat

Alerted

Statistics:

-

Utils

UI