

Operating Systems

Overview

In the game the player is able to choose between three main kinds of OS, each of these will allow the player to use Scanner mode.

While in this mode, the player will see the different items in the world highlighted, each with its color code.

The different operating systems are:

- The Cyberdeck, allows the player to equip different Quickhacks (depending on their level) and use them on enemies while in scanning mode and others on "static" objects (like props in the environment).
- The Sandevistan, allows the player to slow down time, for the world and not for him (also the detection rate is slowed down).
- The Berserker, allows the player not to take damage or lose health below a certain threshold.

In the project, only the first two will be available to the player, they will be discussed in more detail in the following section.

The OSs in detail

The Cyberdeck:

With this OS, the player will have access to the Ram, the main resource for using all the hacks.

Ram will be depleted after using a hack and will be replenished following the Ram Refill statistic.

The Hacking

As written before, the player will be able to hack electrical devices and enemies.

To do this, the player has to enter before in the scanning mode.

While in this mode, the player will be able to see highlighted (using the color code described in the section below)

will be able to interact with all the different objects.

A small interface will always be available when a hackable item is targeted, and will display

1. Actual Ram available
2. The list of the available hacks
 - a. Name
 - b. if it's traceable
 - c. Ram cost
3. The class of the pointed enemy
4. Description of the current quickhack (a deeper explanation of what the hack actually does)



The player will have different types of hacks available, which can be divided into

- Quick hacks
- Normal hacks

The first ones, equipped in the OS, can be used against the enemies.

The latter are used on prop items and can be useful to lure or even ping all the different enemies in the area.

Each hack will have:

NAME:

EFFECT:

RAM COST:

COOLDOWN:

TIME NEEDED:

DURATION:

IS TRACEABLE:

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

COOLDOWN: 0 sec

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
COOLDOWN: 0 sec
TIME NEEDED: 2 sec
DURATION: 30 sec
IS TRACEABLE: No

NAME: Turn Off
EFFECT: Turn off the camera
RAM COST: 4
COOLDOWN: 0 sec
TIME NEEDED: 0.5
DURATION: Infinite
IS TRACEABLE: No

NAME: Turn On
EFFECT: Turn on the camera
RAM COST: 4
COOLDOWN: 0 sec
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
COOLDOWN: 0 sec
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

NAME: Contagion

EFFECT: Deal Damage over Time to an enemy, after being applied it can spread to a max of 4 enemies within a radius (8/sec)

RAM COST: 6

TIME NEEDED: 3

DURATION: 7

IS TRACEABLE: Yes

Regarding the color code of the highlighted items

- Red: All enemies and devices connected to the local network that can be used by enemies to hack the player.
- Green: All hackable devices that are not connected to the local network.

The Sandevistan:

With this OS, the player will have access to an ability that will slow time for the world but not for themselves. In this configuration the player will not have Ram and will not be able to hack

Using the Sandevistan will grant the player different bonuses, these will be based on the "Apogee" Militech.

The bonuses are:

- Time goes x% slower for a period of time
- Percentage headshot bonus
- Percentage bonus to crit chance
- Percentage bonus to crit damage

The use of this OS will be as follows

The ability can be used for a certain amount of time, each time it is used the amount of time will decrease (do not use slow-mo time).

Once the player stops using it, this value will slowly increase. It can also be used when the gauge is not full.

While the world is in slow motion all the different detection bars will also be slowed down, for example an enemy will need more time than usual to spot the player.

Regarding the color code of the highlighted items

- Red: All enemies.
- Blue: All hackable devices (the player will not be able to hack them)