

# Title

Worn Out Tile

## Objective

As a strategic gamer, I want more ways to block areas of the level, so that I have to use new strategies to advance through levels.

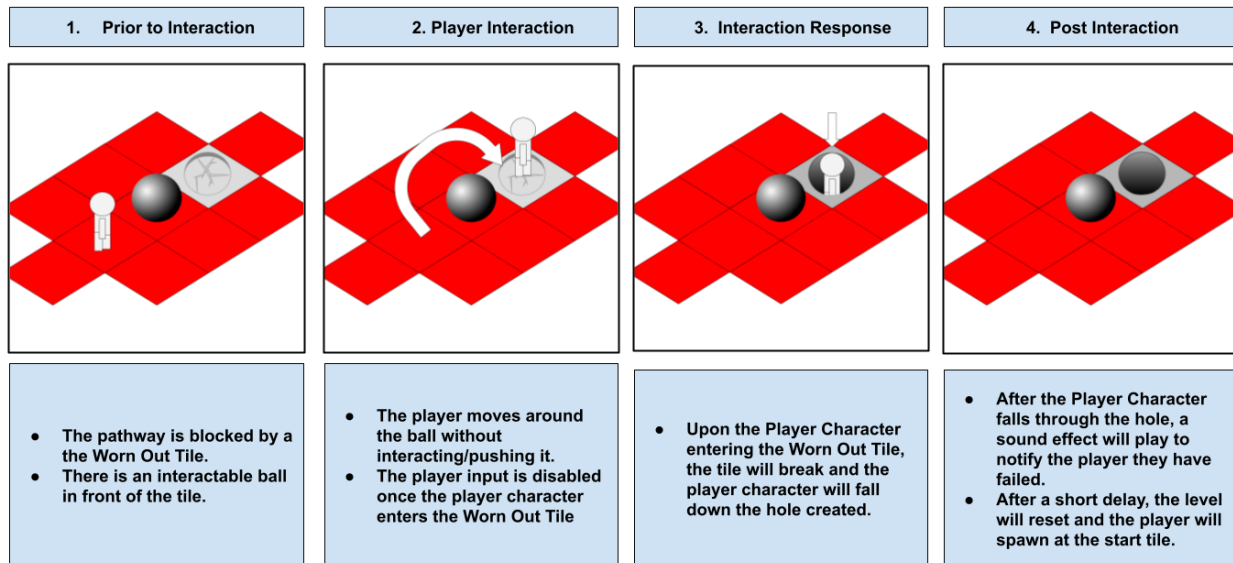
## Summary

The worn out tile acts as a new gate for players to surpass. Players will notice the worn out tile has cracks on it and upon entry, players will fall through the worn out tile like a pit. To get past these tiles players will need to push an interactable ball over the tile to break it. After the interactable ball breaks the tile, the interactable ball will lower into the place of the tile, allowing players to traverse this space.

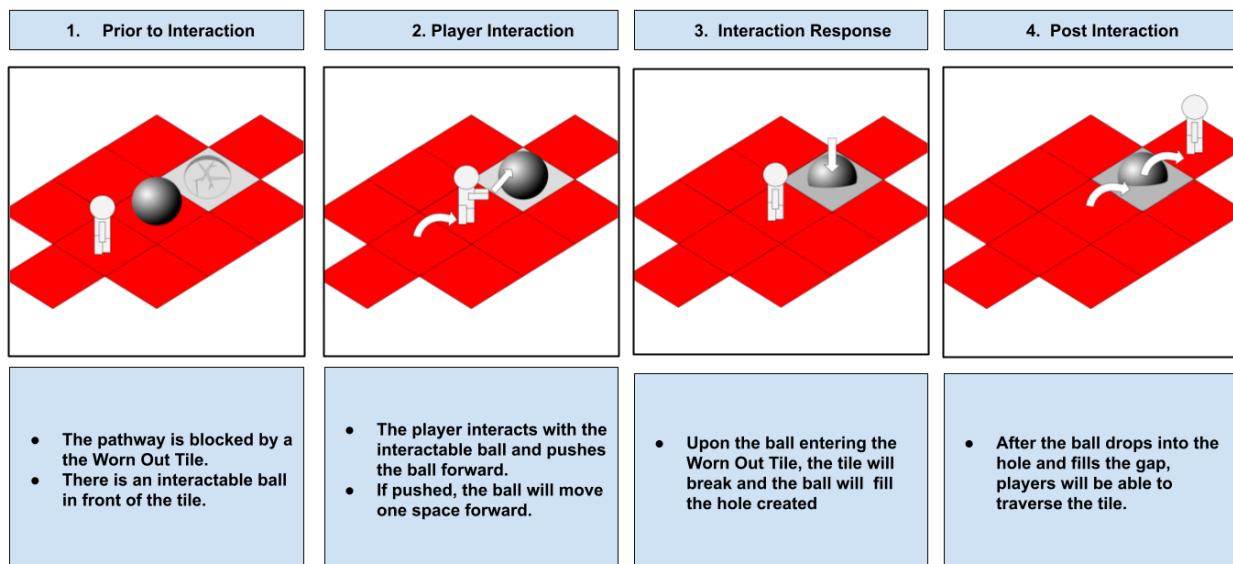
## Detailed Design

Tile Mechanic Implementation

- Enterable by both the Player Character and Interactables.
- Disable player input upon player character or interactable entering the Worn Out Tile for the first time.
  - Delay until Worn Out Tile has finished its breaking sequence.
  - Enable player input after the delay.
- If the player character or non-ball interactables are the first to enter the Worn Out Tile they will fall through the hole left after the Worn Out tile breaks.
  - The player character will fall through and the level will be reset
    - The player character will spawn at the start tile.
  - Non-ball interactables will fall through the hole left in the Worn Out tile leaving a hole.
    - The Non-ball interactable will despawn after falling.
    - The Player Character continues the level
    - The Worn Out tile can still be filled by the interactable ball and the player can still fall through the hole left in the Worn Out tile.
    - The non-ball interactable that triggered the breaking sequence won't respawn unless the level restarts.

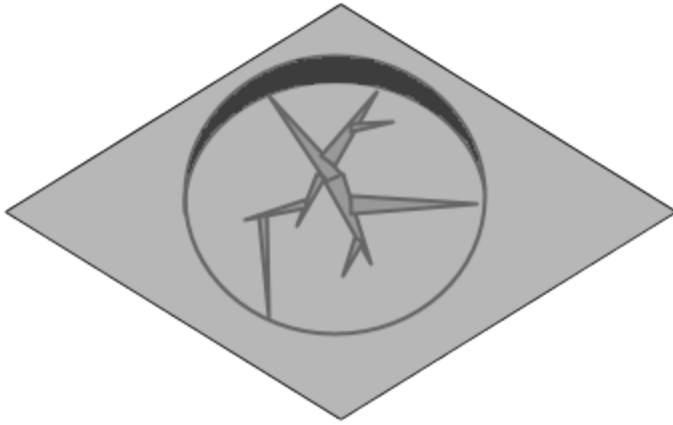


- If the interactable ball enters the Worn Out Tile it will fall and fill the hole left after the Worn Out tile breaks.

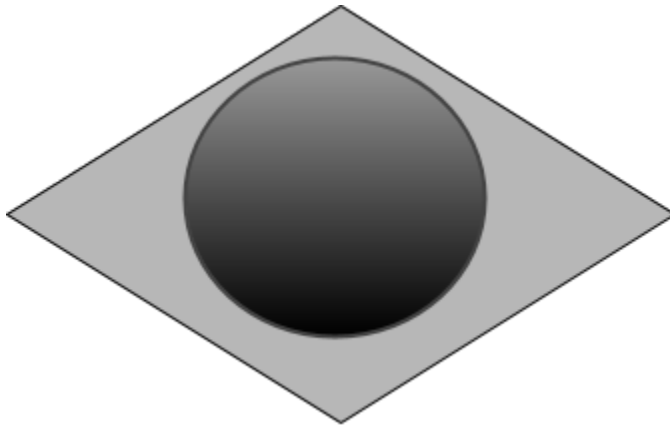


### Visual Implementation

- Worn Out Tile by default has spidering cracks showing that it's worn out and broken.



- When the Worn Out Tile is broken it shows a tile with a hole in it.



#### Feedback

- **Upon Entering for the first time**
  - The Worn Out Tile shakes for .5 seconds, the center breaks and falls through, and a stone-breaking sound effect is played.
- If **Player Character** entered,
  - Then the player character falls through the Worn Out Tile space, plays a falling sound effect, and the level resets.
- If **Ball Interactable** is entered,
  - Then the Ball Interactable falls in place of the Worn Out Tile and plays a stone impact sound effect.
  - Adding a dust impact particle effect around the edge of the hole would help express the impact.
- If a **Non-Ball Interactable** entered,
  - Then the non-ball interactable falls through the hole left in the Worn Out Tile space and plays a destruction sound effect
  - The Non-Ball Interactable despawns after falling through the hole left in the Worn Out Tile space.

#### Interactable Ball Mechanic Implementation

- When Pushed, the interactable ball will roll in the direction it was pushed until the neighboring tile doesn't allow it to.

- i.e. Walls, Pits, Worn Out Tile
- Once the ball has stopped, the player must push the ball again to move the ball in another direction.
- The ball can be interacted with an unlimited amount of times.
  - When the ball falls into the Worn Out Tile, the ball won't be interactable anymore.

## Design Risks

- When the hole in the Worn Out tile is filled by the interactable ball, it might not give enough player affordance. Players may be hesitant to walk over this.
- Since the game is isometric, having objects fall through a hole in a tile will require the layering of multiple art assets to make objects look like they are falling down the hole instead of sliding down over the top of an image before disappearing.
- The ball mechanic shouldn't roll through walls, interactables, and pits.

## References

*Lara Croft Go - The Entrance #3 - A Ruined Route.* (2015). *YouTube*. Retrieved March 6, 2023, from <https://youtu.be/-bga9-DWKeg>.

This gameplay shows how the tile should crack when entered.

*YouTube.* (2017). *Roll The Ball Online Game Walkthrough.* *YouTube*. Retrieved March 6, 2023, from <https://www.youtube.com/watch?v=caj9T0W7hzs>.

This gameplay shows a ball mechanic that when the ball has been interacted with, it doesn't stop until its end destination. For the Worn Out Tile mechanic, the ball's end destination will be the tile before the first non-passable tile.