# *Movement*

The natural movement of the wolf when it is in hunting mode will be on two legs, being able to be faster and stealthier to look for places from which to stalk and attack its victims, as well as with a wider view of the map.

The movement of the wolf when it enters combat will also be on two legs, being slower but with a great power in its upper part, which will be the one used to fight, having the option of interspersing blows with a dash to get closer to the rest of the enemies or as a method of starting to flee.

The game is designed to suggest continuous movement to the player, as it seeks the movement and rapid transition between combat and hunting, as well as the verticality of the buildings provides us with different areas through which to move.
Once we are with enemies nearby, the combat will be favorable for us so we will have to know how to shorten the distances and always look for places where we can attack and move as well as having clear the way in which we will flee.

The movement around the map should be fluid for the three plants that arise, using both ground and rooftops of buildings to be able to move around the map to achieve the objectives as effectively as possible.

## Jump

- There is no discrete jump input
- The jump is precomputed in the wall and is part of the climbing system
- The jump is made if the following conditions are met (BOTH):
    - The wolf is at least a minimum distance from the wall anchor
    - If it is facing the wall anchor
- Walls have anchor points for jumping between buildings
- The jumping and climbing points will be marked on the HUD

# Climbing system

- Climbing is started by pressing a jump button and performing a pre-calculated jump. The jump directs the wolf to the aiming point of the wall
- After the jump, the werewolf automatically climbs on top of the building

# Jumping between buildings

- There is no discrete jump button
- The jump is pre-calculated between where the werewolf is and the anchor point of the other building
- The jump is performed if the wolf is facing in the direction of one of the anchor points of the other building
- The building has several anchor points. The Werewolf jumps to the nearest one that is facing the camera if the previous section is fulfilled
- The jumping points will be marked on the HUD

# Fear

- Applies to each individual enemy
- It has 3 levels: Calm, Frightened and Frightened.
- Each level of fear modifies the combat attributes of enemies.
- The Hunter cannot reach the level of Frightened. The rest of the enemies can.
- Frightened is divided into Frenetic or Paralyzed (50/50).

**Frenetic**

- The Mutton performs a freeze in place animation (X seconds).
- Back firing (Shoot while running away, look at the Wolf) ● Gameplay Effects:
    - Lower firing Accuracy (a random is added to its firing ray casting).
    - Increased rate of fire
    - Less damage inflicted

○ Reload animation after Y shots (only if there is a reload animation) ● End of Overflow → Recovery

- Recovery animation (X seconds)

**Paralyzed**

- The Mutton performs a freeze in place animation (X seconds).
- Runs away (does NOT shoot while running away, look where it is running)
- End of Overflow → Recovery
- Recovery Animation (X seconds)

# Fear Effects

| | Probability (%) | Accuracy | Speed | Comentaries | |
|---|---|---|---|---|---|
| Calm | 100 | 100 | 100 | Be calm | Base stats |
| Frightened | 100 | 100 | 80 | Reduce speed | Can go to calm |
| Frenetic | 50 | 80 | 50 | Moves away from the player | Frenetic shooting but misses - execution |
| Paralyzed | 50 | 0 | 0 → 100 | Stands still | Escape - execution |

# Elements that raise/lower Fear

| Type | Fear Rate |
|---|---|
| Hunter | 100 |
| Hit Wolf | 5 |
| Reinforcements | 25 |
| Alarm | 20 |
| | |
| Execution | 50 |
| Kills | 20 |
| Hits | 20 |
| Howl | 50 |
| Rage | 1.1-1.15-1.2 |

**Decay Rate**

- After a certain time the fear starts to decrease
- The decay rate is 5% fear every 2 seconds.

**Fear progression bars**

Along with life, enemies have a bar which indicates the fear they feel at all times during combat.

This bar is the way in which the player can see the progress of their actions with the fear generated in the enemies. It is not a quantitative bar but a qualitative one, we will not know the concrete number that we need to make it go up, but an estimation of it.

When we manage to fill the bar completely, an icon will appear on the enemy to show its change of state to the next one (if we are moving up, scared) and the bar will continue colored in that color, but progressing to a level of color of greater intensity (the color assigned to the fear is purple).

Similarly, if the enemies lose sight of us and we stop interacting with them, the decay of the same will come into play, lowering the fear and being able to improve their state and statistics with this.

# Increase
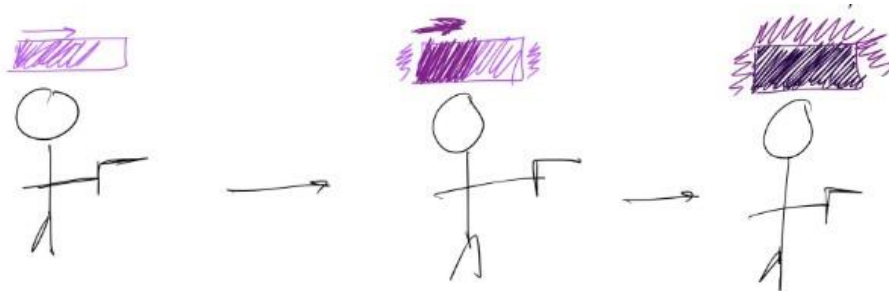


# Decrease

# Execution

Execution condition:

- You are in range
- You are not being detected
- Direction relative to the enemy (front, rear, right lateral and left lateral execution)

The execution is a shot at the enemy that is made from the hunting mode:

- The enemy is marked when the player can perform an execution.
- Executions can be done from:
    - Hiding (Shadow, High and Low Steam)
    - Same height as the enemy
    - From a higher height of the enemy
- The enemy stands still when the execution is started and does an animation looking up

# Finisher

- A finisher that is performed in combat
- You must be in range
- You can only perform the finisher when:
    - The enemy reaches X of life remaining
    - The enemy is terrified
- The finisher modifies fear and rage
- The finisher allows the enemy to be thrown to another after the kill

# Combat

Combat by two-button combos linking attacks between units with links (dash).

We have two types of attack: weak attack, heavy attack. With the different combination of both attacks plus a link (dash), reset between combos to go between units that are close to each other.

| | | |
|---|---|---|
| ■ | Light (initiator) | |
| ⚠ | Heavy (finisher) | |
| ✕ | Dash (refresh) | |
| ○ | Howl | |

| | | |
|---|---|---|
| ■ + ■ + ■ | Single/Double/Triple Paw | Normal |
| ⚠ | Hard Knock | Flinch |
| ■ + ⚠ | Simple Paw + Strong Strike | Flyback |
| ■ + ■ + ⚠ | Double Paw + Strong Blow | Trip |
| ✕ + ⚠ | Heavy Dash | Flinch |
| ○ | Howl | Stun |

### Enemy feedback

- Normal = the enemy performs an animation that he has received a hit, but it does not affect his attack system. He moves his head and torso, but continues to aim and fire.
- Flinch = the enemy performs an animation that he has received a hit. This affects his attack system. It affects the head, torso and arms. It stops aiming for a moment of the hit it has received.
- Flyback = the enemy performs an animation that he has received a frontal hit and moves back 1-2 steps. This affects his attack system. It affects the whole body and its position.
- Trip = the enemy performs an animation that he has received a top-down hit and kneels on the ground from the impact. This affects his attack system. It affects the whole body, but not his position.
- Stun = the enemy performs an animation that he has been stunned by the Wolf. He remains dumb on the spot for a few seconds. This affects his attack system. It affects the whole body, but not his position.

# Dash

- Moving a short distance quickly
- During the dash the wolf will have some invincibility phrases (iframes)
- Have a small cooldown of use
- Refreshes the combo the wolf is currently performing
- The direction of the Dash is given by where you are pointing the left joystick.
- Dash can be used in and out of combat

# Hideouts

General characteristics

- Hidden
  - Enemies, even if they are in your range of vision, do not see you.
  - You can execute nearby enemies.
  - If the enemies are close, they do see you (except for high steam).
- Detected → Escape
  - If they see you enter, they know that the Wolf is in the hideout (search starting point).

There are 2 types of hiding places: low and high steam outlets.

## Low Steam
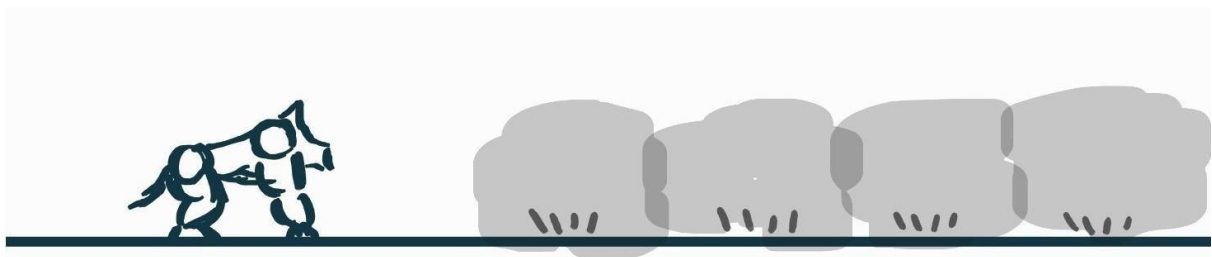


Characteristics:

- Constant.
- Low sound (running they hear you).
- If enemies are close and see you, detection is slowly increased.

- If you are running, enemies can detect you if you are within half the stipulated detection distance (d/2, where d is the standard distance at which a mutton can see you) .
- If you are running, enemies that detect you raise their detection bar to half the stipulated speed. *(v/2, where v is the standard speed at which a mutton will raise its detection meter)

## High steam
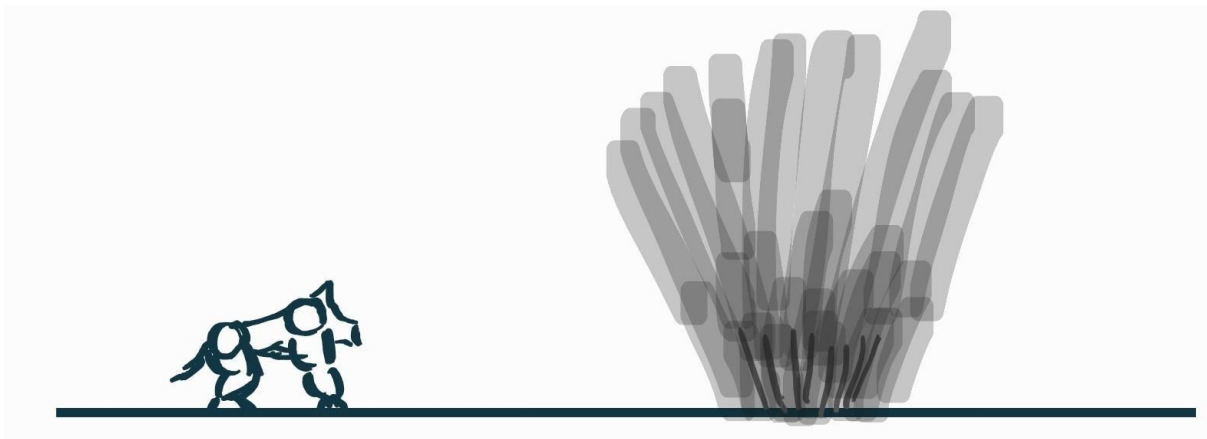


Characteristics:

- Short time: X seconds.
- Loud sound (running they don't hear you).
- They don't see you, detection does not go up.
- In flight, enemies lose track of the wolf directly.

# Howl

- Activated with a button.
- They consume one charge. The Werewolf has 1 charge maximum.
- The Howl has a range, with the Werewolf in the center.
- Doing a Howl has a cooldown
- Enemies within range of the Howl receive a stun of a couple of seconds.
- Enemies within the range of the Howl receive Fear (Fear Datatable on its respective page)
- Howl recharges by doing a run.

# Rage

- It is loaded with:
  - Executions
  - Finishers
  - Deaths in combat
- Lowers if the player does not perform actions to raise it (Decay Rage). Loses 5 Rage every 2 seconds
- Rage levels are unlocked at specific points in the game, given by the narrative.
- It has a maximum of 3 levels.
- When the maximum level of Rage available is reached, it overloads:
  - The overload lasts X seconds.
  - At the end of the overload you return to Rage level 0

## Rage Benefits

**Level 1:** Movement Speed

**Level 2:** Damage Resistance

**Level 3**: Increased Damage / Health Steal