

# The Setter Feature - *Innertial* GDD (sample)

Version 1.0

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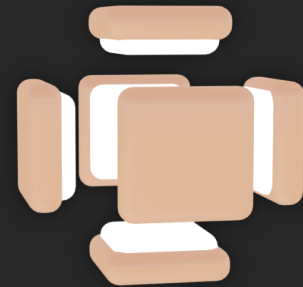
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## 1. Overview

Feature Type:

Core Mechanic

Summary:



The Setter is the main interaction device in *Innertial*, used by the player to control the environment and solve puzzles. It is a cuboid composed of 6 floating parts, each comprising an Outer Shell and an Inner Light Pad. The player can manipulate it to influence the room's color and interact with color-coded triggers. The Setter enables room spawning, object manipulation, and puzzle-solving by combining movement, color-coding, and environmental feedback.

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## 2. Goals and Purpose

The Setter serves multiple gameplay functions:

- **Environmental Interaction:** Allows the player to manipulate the room's elements and progress through challenges.
- **Puzzle Solving:** Players must deduce which colors affect which room features, triggering specific outcomes or unlocking paths.
- **Player Agency:** Encourages experimentation, offering non-linear room progression based on how the player uses the Setter.
- **Immersion and Feedback:** Audio and visual cues tied to the Setter help reinforce player actions and outcome, and track their progress.

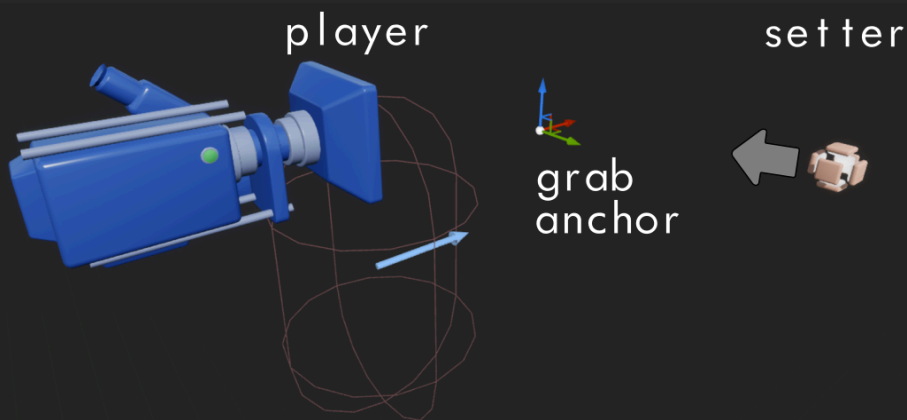
Player Experience Goals:

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- Feel empowered to shape their environment, while feeling a dependency to a foreign element
- Learn and master the color-coding system to solve increasingly complex puzzles.
- Enjoy responsive and rewarding feedback from interactions with the Setter.

### 3. Mechanic Breakdown

#### a. Core Actions:



#### 1. Grab, Move, Throw:

The Setter can be grabbed by the player from anywhere, and then moved around as it stays at the grab anchor, and can be thrown:

- with the throw button at [x] velocity
- by releasing the Setter while the player is moving, as the setter conserves the grab anchor's velocity

The Setter is not subject to gravity, but is slowly dampening its velocity and rotation over time.

#### 2. Expand & Contract:

The Setter's 6 parts start at a set distance from the Setter's center, but the player can increase and decrease that distance at any time. This influences the Setter's velocity when thrown or pushed around (larger == slower, smaller == faster), and collision sphere radius for interactions overlap. The Setter returns to its default size when overlapping with a trigger.

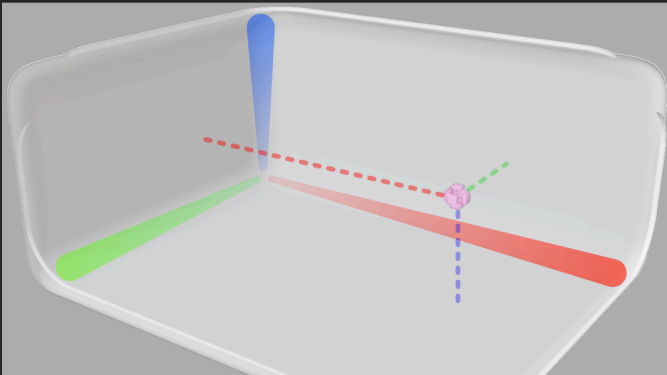
**NOTE:** The parts themselves do not scale in size; only the distance is altered.

Action Inputs table				
Action	Description	Mouse	Keyboard	Gamepad
<b>Grab</b>	Grabbing the Setter from anywhere	LMB	E	RT
<b>Throw</b>	Setter is released from the grab anchor at velocity: ( [grab anchor vel.] + [throw vel. at forward vector] ) * (x / [setter size] )	LMB	E	RT
<b>Release</b>	Releases the Setter from grab anchor at grab anchor's velocity	RMB	R	RB
<b>Expand</b>	Increase the distance between the parts in linear increments, up to a set max distance	MWU	C, (+)	LB
<b>Contract</b>	Decrease the distance between the parts in linear increments until parts collide	MWD	Z,(-)]	LT

**NOTE:** in VR, the Setter is recalled and held by holding a hand's trigger. Throwing it only required to release the trigger while swinging the hand/controller. The hand's linear and angular velocity are taken into account.

Changing the Setter speed and overlap size allows to:

- Better scan rooms for triggers
- Pass the Setter through obstacles
- Grab objects between the parts, anchor at center, and move them around.



3. **Color Shift:**

As a passive property, the Setter shifts its color according to its position in space (see **Dynamic Spatial Color Range (DSCR) Section**). It can take on any combination of

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