

DYING DESIGN DOC

Points:

- Make it harder to kill someone on accident.
- Remove (most) randomness from crit.
- Make crit less of a sure death.
- Make crit wreck your shit without permanent superdeath.
- Make casual beatdowns more humiliating than fatal.
- Differentiate buttkicking from attempted murder.

- * Pain?
- * Brute shouldn't count as much for deathcrit effects.
- * Bleeding should be deadly!
- * Death comes from an irreversible loss of function of the stuff that makes you alive
 - * Stuff that makes you alive:
 - Brain function

- ! Health shouldn't just be a sum of the damages you took.
 - * Each of the damages should have their own effects that, on their own *and* together determine your fate.

- ~ Differentiate painshock from hypovolemic shock.
 - Pain shock goes away on its own
 - Hypovolemic needs fluids and is fuckin' lifethreatening

- ~ Infection!
 - Untreated open wounds (burns, bleeding) could cause infection
 - Localized to an organ or limb. Causes a fuckload of pain.
 - Different types of infection, with different treatments!
 - Rabies!
 - Amputate or treat, whatever works.

- ~ Pain!
 - Crit should be a measure of pain.
 - Decoupled from actual lifethreats
 - Shallow crit is when you're really hurt, but your injuries aren't immediately life threatening
 - Deep crit is

- ~ Redefine dying
 - ? Death comes from braindeath.
 - Braindeath comes from brain dying.
 - Brain dies from:

- Lack of Oxygen.
 - Can be caused by lack of blood or lack of air.
 - Make LOSEBREATH actually do something.
- Wounding
 - Physical brain-hurting.
- Infection
 - Also physical brain hurting
 - Standininated by brain damage

~ Bleeding and blood

- Amount of blood you have determines how much oxygen your brain gets
 - Too little blood and OXY meds wont do much
 - Treat the bloodlost with fluids and coldness - Cryo/sleeper.

CHANGE CRIT AND DYING

Shallow Crit

- = You're beaten up and in pain
 - + Reasons you're in crit:
 - Beaten up
 - Serious burns <- Actually dealy!
- Standin for injuries you can't just shrug off
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Deep Crit

CHANGE HURTING PEOPLE

Damage Stuff

BRUTE

- The physical beating you took
- Disabling through broken shit
 - Hitting is disabling
 - Cutting is a slow but sure killer
 - Shooting is both
- Body shots are disabling, head shots are disabling *and* cause brain damage.
 - Work the body to kick someone's butt
 - Work the head to make someone die
- Blunt weapons have a chance to make you bleed.
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- + Kills through bleeding

BURN

- Burning

- Disabling through lots of pain
- Kills through shock
- Enough burn might cause infection

TOXIC

- Overwhelmed immunity

OXY

- Cant O2
- Disables through failing respiration
- Kills through brain damage

BLOOD LOSS

- The deadly one
- Disables through lack of O2
- Kills through brain damage

DEATH JOURNEY

TYPICAL OW OOF CRIT

= Start @ 101 BRUTE via FISTS / CHAIR

- Pain becomes critical
- Painshock begins
 - Bloodpressure plummets
 - Gradual OXY damage
 - Lots of fainting and stuns
 - So cold

? Given pain meds?

- Y - Pain drops below Shock threshold
- Bloodpressure normalizes
 - Still weak AF for a while

- N - Pain slowly drops on its own IF
A Duder's not being hurt anymore

B

- In either case, Duder will be fucked up, but likely won't die
- Unless they get beaten up a lot, but really whose fault is that
- Also, above... lets say 200 BRUTE, you slowly regenerate BRUTE health until

you're at ~95 BRUTE

- Makes recovering on your own possible, but not if someone wants you

to die.

Maybe a PAIN stat? BRUTE counts 1:1, BURN 1:2-3, TOX who goddamned knows

Analgesic, Morphine, and Liquor reduce it, it's effects, and/or your threshold for Painshock.

! MORAL: Hitting people into crit with fists is no longer a probable death.
Utilizes a second, less deadly Shock to incapacitate.
Beating up the clown

Scale of deadly:

Hitting

Burns

Oxydamage

Toxic

Brain

Sharp

Bleeding

Gunshots

ROADMAP

Todo

Everything

- Remove random death check
- Cap damage melee brute can do
 - After cap, it does bleeding and brain damage.
- Make heavy bleeding deadlier
 - Increase blood loss, increase harm heavy blood loss does.
- Decouple shock/heartfailure/flatline from generic damage
- Change / split Shock
 - Painshock
 - Hypovolemia
- Add PAIN
 - Replace Damage Slowdown with PAIN
- also learn how to byond code