

[Title WIP] Mechanics

Gameplay

There are 2 different styles of gameplay - Interaction and Fighting, both of which happen in their own designated parts of the stages:

Interaction segments of the game allow the player to interact with various objects around them.

- Whether it would be people, animals, and objects and items in the background.

- Sometimes, upon interacting with certain items, an Active Time Event popup will appear, and by pressing the SHIFT (left or right) button, the characters in the area are able to engage in a short skit/discussion about what they saw.

- (Maybe relate this back to the cases of the story? Do a reporting thing kinda like Astral Chain so the player is held accountable for the information they learned about the case)

Controls:

- Left Key = Left
- Right Key = Right
- Up Arrow Key = Jump
- Z/X Key = Inspect/Interact
- Shift Key = Active Time Event

Fighting segments of the game allow the player to engage in 1 vs 1 combat against a computer opponent / AI - Something that resembles the likes of Skullgirls, Street Fighter, King of Fighters and loosely resembles the newer Touhou fighting games.

- You have 4 attacks, which range from punches and kicks and the use of weapons depending on the character.

- 1 punch and kick button per character, and the other 2 buttons are for light attacks and a weapon attack.

- Once the battle is over, a very brief win-screen is shown, showing the player how they did - players are awarded a letter grade and money for every fight

- money can be used for additional health bars and added attack bonuses

- Once the battle is over, the player is transported seamlessly back into the INTERACTION segments of the game - and the process will repeat until the player has successfully completed a boss battle, which results in completing a case.

- Each 'case' will roughly take 30 mins to complete - there are (??????) amount of cases in total.
 - 4 Button Chain / Combo attacks

Controls:

- Z Key - Attack 1 (Punch Attack)
- X Key - Attack 2 (Kick Attacks)

- A Key - Attack 3 (Weapon)
- S Key - Attack 4 (Light Attacks - Jabs)
- Left Key/ Right Key - Left and Right Movement - double-tapping will result in a dash movement
- Jump + Left Key/Right Key - Air Dash
- Moving backwards as a character will initiate the BLOCKING state
 - however, the player cannot block forever. Depending on the attacks and combos, the Blocking Shield will break, leaving the player susceptible to attacks.