

More Grappler Notes

Blue Pads - Obviously these are the grappler contact points that are already in the game. Vectorman fires at them, attaches and is propelled towards them. This is the standard grappler mechanic, and should be the first use of the grappler.

Orange Pads - I imagine these pads will be associated mostly with large objects. These are basically tow-pads, allowing Vectorman to fire at them, attach, and then stand firmly planted in place while using the Right Analog stick to pull the object, spin it around him, or even whip it towards enemies.

Example 1 = Imagine large explosive containers on a ledge above a group of enemies. Vectorman can attach to them and pull them down on top of the enemies.

Example 2 = Imagine a medium-sized crate that could be attached to and swung around Vectorman, clearing out all enemies around him as the crate breaks apart from the damage. In this way, it would be a very temporary weapon, but the effect of watching enemies fly back in all directions could be very cool. In addition, some enemies might have the ability to grab the crate and reverse the effect, swinging Vectorman around for a short amount of time before slamming him into the ground or into the distance.

Example 3 = Imagine turrets that only fire on lit-objects. Now imagine Vectorman inside a pitch-black corridor lined with these turrets, similar to Half-Life they emit an abrasive beeping when they detect a nearby threat, but unlike Half-Life, they require a light source to target their enemies. To this end, small light cases with orange grapple pads could be attached to, swung around, and thrown ala an Olympic Hammer Throw, streaking through the air down the corridor and illiciting a response from each and every turret. Once the turrets fire, they become warm, making them easy targets for a heat-seeking missile, which allows Vectorman to destroy them from a distance and clear the entire area safely.

Force Hammer Upgrade

One of the Force Hammer's upgrades might allow for it to change the physical properties of objects. This is not an instantaneous attack as it requires the player to charge-up (hold fire) and so it must be used strategically and not in the heat of battle.

Example 1 = By using this weapon on massive objects, they can be made light as a feather. Imagine changing the physical properties of a huge machine part and then kicking it towards a group of enemies. It would move very quickly, almost floating, before regaining its original properties and becoming a tumbling shattering projectile of death.

Let me know your thoughts on these. My goal is to exploit David's physics engine as much as possible, creating unlimited opportunities for the player to manipulate the environment and savor the results.