Restoration

NEO - VERSAILLES

RESTORATION

Restoration is the painting mechanic players will use to restore broken paintings back into their original state, and making them usable as a portal. This mechanic heavily relies on environmental interaction as the prerequisite for a painting to be restored would be for it to be placed into its home with its descriptory placard

RESTORATION EXAMPLE

Players walk up to broken paintings, whose picture is tattered and whose frame is tarnished gold

Players must carry the painting to its orginal home, which will be hinted towards the player through placards

Players place the painting back to its home, by interacting with the wall above the placard

Players cast Restoration

The painting is restored, its original picture and frame restored to its former state and able to be opened up with Painted World

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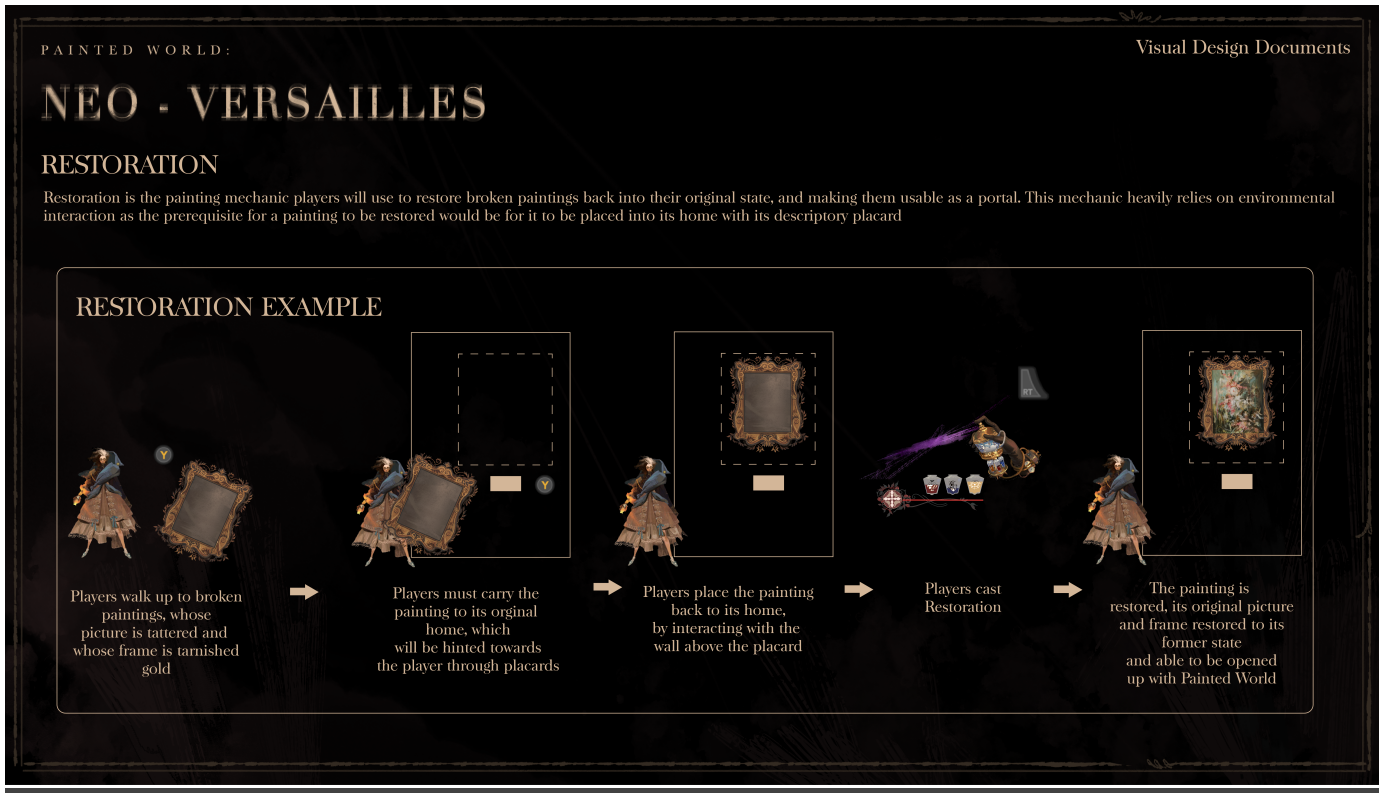**Note**: This system presented below is intended to be a bare bones system which will be expanded upon with the direction of the design team. Most of this design is conceptual and subject to change.

Overview

Item: Restoration

Description: Restoration is a type of Sigil Casting painting mechanic players will use to restore broken paintings back into their original state, and making them usable as a portal (Painted World). This mechanic heavily relies on environmental interaction as the prerequisite for a painting to be restored would be for it to be placed into its home with its descriptor placard

Restoration Notes

The Restoration Mechanic is another use-case for sigil casting, but the primary actions leading up to restoring a painting mainly lie in environmental interaction.

Art Needs

- VFX - Restoration of Painting
- Frame Texture - Tarnished Gilded Frame

Engineering Needs

- Interaction with Paintings
  - Ability to **Carry / Drop** Paintings
    - Refer to Player Interactions with **Heavy Objects**
      - The painting should be **carried in the players hands**, slowing down their **speed** and limiting their overall interaction / movement while held
  - **Placing Painting** back into Specified **Slot** on Wall

- The player is able to **place** paintings into its place, by **looking at** the Empty Painting Slot on the Wall with their reticle / crossshair **Right Stick (Xbox)** / **Mouse Input (PC)** at a distance of **1m** and pressing **Y Button (Xbox)** / **E Key (PC)**
  - See (Visual Design Diagram for Reference)
- Restoration Mechanic
  - Checking to see if painting is back on its slot
  - Ability to "**Restore Painting**" which should change the texture of the frame model from **tarnished gilded** to **gilded**
    - Should allow player to cast **Painted World** Sigil on the **Restored** painting