DEATH OF INTERNET

FEATURE DOCUMENT

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HYPERLINK NAVIGATION

Hyperlinks are the core of internet and its navigation system. So our core gameplay mechanic is the **Hyperlink Navigation.**

- **HYPERLINKS ARE OBJECTS**

  In Death of Internet, hyperlinks are physical, interactable objects.

- **TELEPORT TO OTHER WORLDS**

  When we interact with these objects, we are teleported to virtual spaces.

- **ONE-SIDED DIRECTION**

  Once we interact with a hyperlink object and we are teleported, we can't go back with the same object. Like on the internet, we can't go back with the same link.

Understanding virtual spaces that Nova created and the way they relate to each other, is understanding her, and vice-versa.

Going back and forth between virtual spaces she created is the main driving force of the narration and the progression of the game.

Hyperlinks are used to navigate as traversal gameplay through a tree structure.
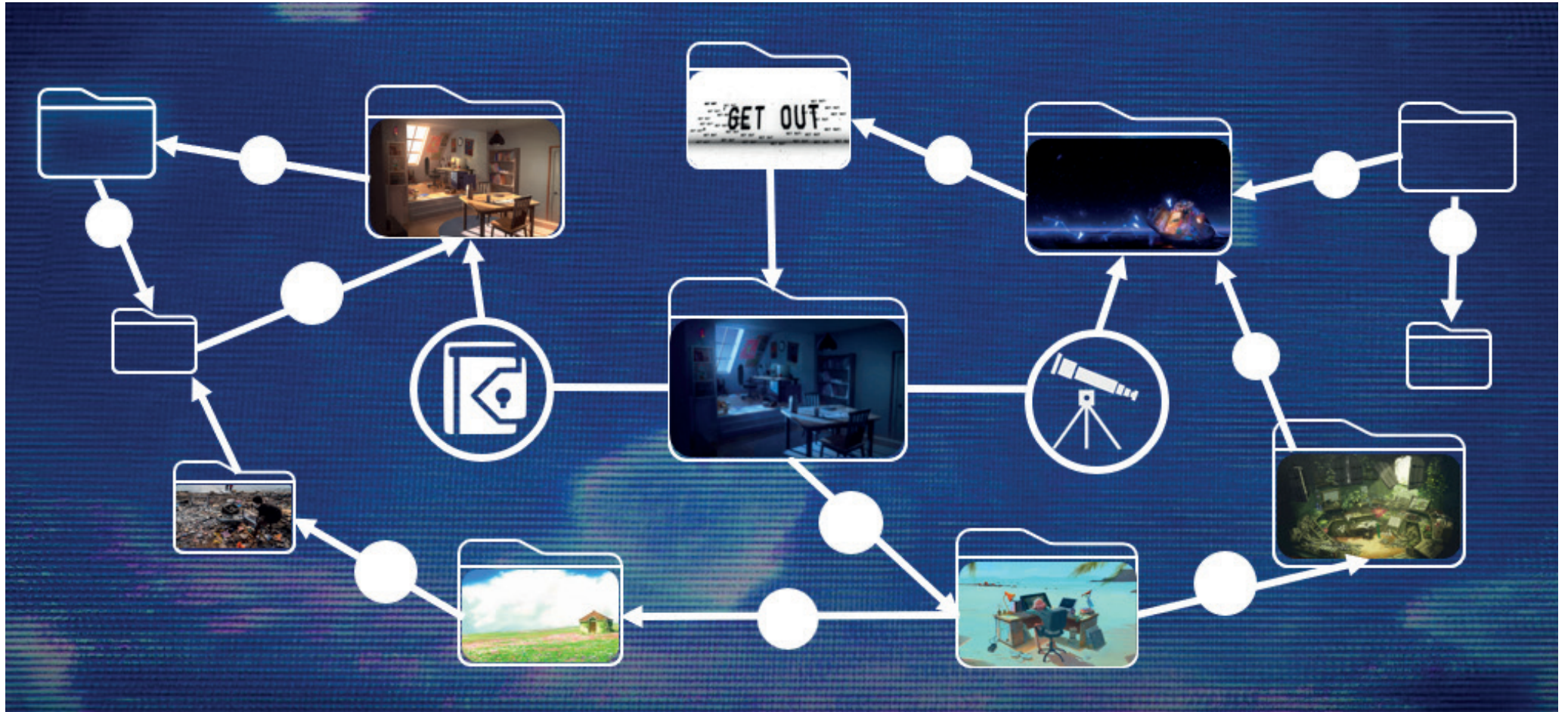
SCROLLING INSPECTION

Interacting with certain objects allows us to inspect them.

The inspection mechanic is designed on the vertical scrolling action that we are used to. Scrolling will allow players to reveal information. It's how we interact with story elements. Like we are navigating through the web.

It reinforces this voyeuristic aspect and makes delving into Nova's intimacy an interactive experience. We don't only look at them, By inspecting them, we make them our own.

Every interactable element is inspectable by scrolling. As a result, we have a mechanical language that we can use to link narrative to the gameplay. Thus, creating a coherent and impactful experience.

When we inspect an object, we enter into the inspection mode, it implies :

* **Camera is redirected toward the object / Camera zoom in the object / Object comes to the player / Other special movements** (Depending on the object type)

* **Camera is locked**

* **Movement of the player is locked**

HOW THE SCROLLING WORKS

Controls : Mouse Wheel (Mouse & Keyboard) / Right Stick (Gamepad)

Progression : We navigate through a 0 to 1 progression and we can go back and forth.

DIFFERENT TYPE OF SCROLLING

- ### VERTICAL SCROLLING

  Essentially for blog posts, chats and other web-related elements.

- ### HORIZONTAL SCROLLING

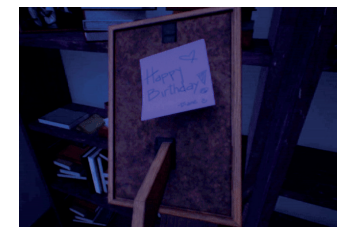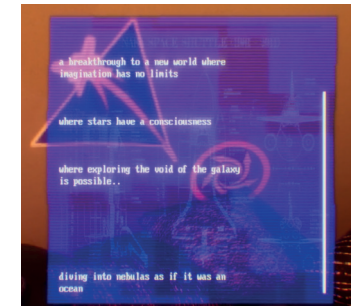 For special objects with a strong narrative purpose.
  Exemple : A telescope that is precious for Nova is inspectable in horizontal scrolling to put herself in her skin and look at the stars as she used to, like a slideshow. This offers a control of the rhythm. The inspection mechanic can then become a strong vector of narration.

- ### ROTATION SCROLLING

  For physical, 3D objects. We can rotate them by the scrolling action on a predefined axe. Thus, we reveal hidden information

- ### SPECIAL SCROLLING

  For certain special objects that have no scrolling movement but use the scrolling action to trigger events and movement.

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