User Modules

What follows is a list of all the premade user modules that come with the game.

- Camera Animation - Handles animating the player's viewpoint.
- Attack Meter - Handles attacking effects, knock-down, and dying.
- Credits - Shows the list of people who made the game.
- Datamine - Allows the player to listen to the last few moments of audio in a buffer.
- Description - Obsolete module not used in SOMA.
- Distortion Effects - Distortion and static on the player's vision.
- Emotion - Handles the player's heartbeat and breathing.
- Game Over - Shows a series of death screens, and displays the game over text.
- Highlight Effect - Highlights interactable objects near the player.
- Hint - Shows hints at the top of the screen.
- Inventory - Handles the display of the player's inventory.
- Light Flash - Creates a bright flash of light at a point in the gameworld.
- Map Effects - Handles environmental particles and fog.
- Menu - The whole front-end menu system for SOMA.
- Player Energy - Handles the draining of Wau flowers for healing.
- Player Hands - Handles player hand animations.
- Player Pickup - Obsolete module not used in SOMA.
- Player Tool - Manages the player's inventory, and how picked up tools interact and animate.
- Terrain Particles - Obsolete module not used in SOMA.
- Wake Handler - A simple eyelid-blinking effect.