

# Hazard - Bullet Plant(s)

## Overview

Bullet Plants (WIP name) act as a way for players to obtain bullets in their hold bar without having to engage in some form of combat with a phantom bug. There is a unique bullet plant for every unique bullet type: Phantom, Stun, Venom, and Speed/Slow.

## Goals

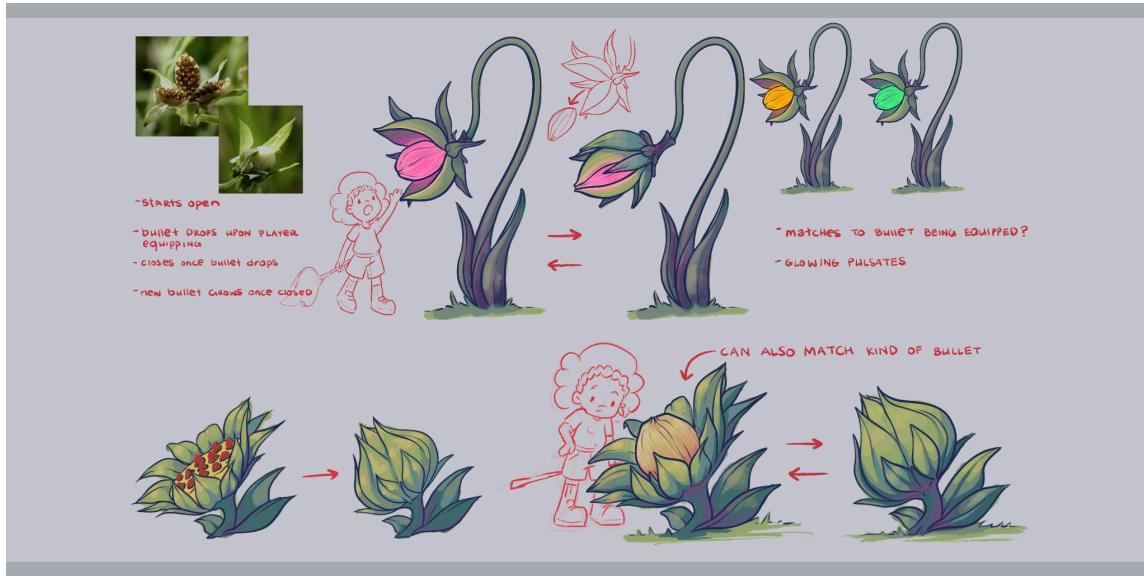
- Create interactable objects that generate a bullet type on a branch of the plant that players can pickup with their net.
- When collected this should then add the respective bullet type to the player's hold bar

## Stats

- Bullet plants should regenerate their bullet every 5 seconds (This is a WIP and the time required to generate each bullet type may be different for balance purposes)
- Model and hurtbox of each plant should be thin/small so the plant does not serve as an effective source of cover

## Model

- Each plant model should show traces of a color that corresponds to the color of the bullet type i.e. **Phantom bullet plant = purple**, **Stun bullet plant = yellow**, etc
- **Stretch Goal:** Create a unique model for each bullet plant that somehow relates to the bullet type



## Animation

- When the player first swipes the bullet from the plant, the bullet on the plant should be replaced with the exact same model but smaller
- Over the course of the cooldown/regenerate time, it slowly enlarges til it reaches full size
- There should be a change in appearance of the bullet/plant to show that it is fully grown and ready to be picked