Feature doc: Crystal Gun

# Executive Summary –

## Goals:

* + The crystal gun is the most coveted weapon.
  + It should be stronger than the others, but not overpowered.
  + It should be a damaging weapon with long range.
  + Ammo is refillable through pickups.
  + The crystal gun will feature a special interaction with crystal object.

## High Level Summary:

* + The crystal gun’s ammo is located in a hard to reach or dangerous position.
  + It deals the most damage and has infinite range.
  + It does not have a range of fire but is a continuous projectile. While shooting, the player is scoping.
  + The player needs to aim correctly to make use of its full potential, dealing high damage. If the player doesn’t aim correctly the gun does reduced damage.
  + The gun can fire through crystal objects normally.

# Feature breakdown –

## Controls:

* + May only be pressed or shot if the player has ammo
  + LMB toggles scope mode and shoots. Releasing the button goes back to normal.

## Mechanics:

* + The player’s viewport reticule is changed to a scope when LMB pressed. It returns to normal when released.
  + The Crystal gun is a laser simulated by a raycast. It deals damage every 0.1second to the first player in its path (damage extremely low).
  + If the laser touches a player it starts to fill up a “crystal meter”: this meter will gradually fill up as long as the laser is in contact with the player (so as long as the shooter is aiming properly at the player). The meter depletes when the laser isn’t in contact anymore with the player (slowly ? Instantly ? TBD).
  + When the “crystal meter” is filled, the targeted player will take an extreme burst of damage. (Amount of damage TBD, it should take the crystal gun 2 seconds to kill a player when the meter is filled successfully, and around 7 to 10 seconds if the meter is never filled TBD)

## Visuals:

* + The laser is a continuous beam, must add dynamic visual to add it which simulates a movement and not just a static cylinder.
  + The meter should be visible on the player UI and on the shooters screen somehow (TBD, maybe it changes the model of the targeted player ?)

## Sound Effects:

* + The laser emits a continuous laser sound (BZZZZZZZZZ)
  + When the meter fills up, each steps makes a sound that gives feedback on the amount currently filled and acts as a reward for the player properly aiming.
  + Once the meter is filled, an extremely juicy sound should be played.

## Challenge & Connections:

* + The connection with the UI could prove a challenge as it must not be distracting but at the same time it should be as juicy as possible since this weapon is the strongest one and should be reflected in the game feel.

## Backstory:

## The embodiment of the power that the monks’ worship, the crystal gun is the manifestation of the divine power made usable to man. It is said that one day a thief came into the volcano and stole a crystal shard from it: the monks’ felt anger and bitterness at their carelessness as they had failed their duty, but as the thief ran away a ray of full moon hit the crystal and a powerful laser burst out of it, wounding the thief. The monks’ understood that their gods had just showed them a portion of their power, and this crystal gun was a gift to them as well as a warning, to never disappoint them again. Only the most faithful monks are allowed to get even a glimpse of it, and the most skilled one learn to wield its godly destructive capabilities in order to guard the volcano from any possible thief.

Flags: