Feature doc: Pickup

# Executive Summary –

## Goals:

* + Gives the player the ability to use additional resources than the default one.
  + Create interest points on the map for player to diverge or converge toward.
  + At those specific points of interest, creates conflict and decision making.

## High Level Summary:

* + There are 3 different pickups: a Lava gun pickup, a Crystal gun pickup and finally armor pickup. Each of these gives the player specific resources.
  + The pickups are scarce and spread throughout the map. It will encourage the player to travel around and gather as much as possible to get more resources than the others. Their scarcity also values player knowledge, as roaming around knowingly will be more efficient than randomly looking for pickups around.
  + The pickup gives a finite resource and disappears temporarily on pickup. This means that only 1 player could pick up the resource every x amount of time.

# Feature breakdown –

## Controls:

* + No controls, pickup gives player their specific resources when the player’s hitbox enters the pickup hitbox.

## Mechanics:

* + The lava gun pickup restores 6 ammo.
  + The Crytal gun pickup restore 20 seconds of ammo (TBD).
  + The Armor pickup restores 33 armor.

## Visuals:

* + All pickups are represented by a simple logo floating. Players can distinguish the resource the different pickups provide thanks to their color scheme: Red pickups give Lava gun ammo, Cyan pickup gives Crystal gun ammo, Gray pickup gives armor.

## Sound Effects:

* + Does a metallic grabbing/reloading noise on pickup (same for all pickup), a little bit like old-school shooter does with their ammo pickup.

## Challenge & Connections:

* + This needs to be reflected to the player through the UI, and of course the actual value must also change to enable to player to use his different weapons.

## Backstory:

## When the monks compete in the Volcano, they must use their wit and knowledge to go around and found the resource that allow them to reload their Laval and Crystal gun: after all they are in the heart of the volcano which produce such ammo, so weighting themselves with ammo would be useless, while grabbing ammo directly from its source is more optimal for them.

Flags: