# GAMLE4 – Feature doc – Dust Bunnies (stealth map)

## Why? / Summary

## Dust bunnies serve a dual purpose: environmental storytelling and a gameplay mechanic that allows players to distract enemies.

## 

## Goals

## Provide a distraction tool for the player.

## Add an interactive element that ties into the game's narrative.

## Feature breakdown

* Dust bunnies move around the house in small, random hops in an area.
* Players can pick up and throw dust bunnies to create a distraction.
* When thrown, dust bunnies ignite and create a small fire, attracting nearby enemies.

Controls:

* Pickup dust bunny: E key
* Throw dust bunny: Left mouse (dust bunny will be thrown where the cursor is)

(player can move with the dust bunny grabbed)

Mechanics:

* Dust bunnies can be picked up and used to create distractions.
* They respawn
* The player can throw dust bunnies to ignite small fires and attract enemies.
* Enemies will investigate the source of the fire, allowing the player to sneak past.

Art:

* Dust bunny models with idle and hopping animations.
* Burning effect when used as a distraction.
* Small fire particle effects indicate ignition.

Sound:

* Soft rustling sound for dust bunny movement.
* Crackling sound when dust bunnies are burned.
* Alert sound for enemies investigating the fire.

## Stats

* Distraction radius: 3 blocks.
* Duration of distraction: 5 seconds.
* Movement speed: 0.5 blocks per second (hopping).
* Burn duration: 5 seconds.
* Time between respawns: 5 seconds
* Random hops area size: 3 blocks

## Backstory

The dust bunnies reflect the neglect and abandonment of the house, hinting at its history and the former occupants' lack of care.