# GAMLE4 – Feature doc – Water (stealth map)

## Why? / Summary

## This feature adds immediate and absolute danger to the game, as contact with water or rain results in instant death for the player.

## many small water puddles close to each other but not connecting, view from the inside of a house

## Goals

## Create high-stakes areas where careful navigation is critical.

## Reinforce the fragility of the player's flame.

## Feature breakdown

Areas where water drips or rain falls periodically from specific points.

Implement a trigger zone where contact with water results in instant death.

Controls:

* No real controls
* The player walks into the water dies

Mechanics:

* Causes instant death upon touching water
* Navigate around the areas with water to survive

Art:

* Wet surface textures indicating dangerous zones.

Sound:

* Dripping water and rainfall sound effects.
* Sizzling sound upon player death by water.

## Stats

## Water frequency: constant (does not get removed or change of position)

## Instant extinguish upon contact

## Backstory

Water represents the natural extinguishing force that counters fire, highlighting the player's vulnerability.