# GAMLE4 – Feature doc – Fast Wind Gusts (stealth map)

## Why? / Summary

## This feature introduces environmental challenges that add a dynamic element to traversing the game. Players must navigate carefully to avoid being extinguished by wind gusts.

## wind gusts through a window with curtains flowing, view from the inside of a house. Image 4 of 4

## Goals

* Introduce an obstacle that forces the player to plan their movements.
* Create tension and require quick reflexes to avoid danger.

## Feature breakdown

Wind gusts push the player in the opposite direction, causing movement disruption.

If the player stays in the gust for too long, their flame gradually extinguishes.

Track the duration of player exposure to the gusts to manage flame dimming and extinguishing.

Obstacles that are in the way of the wind will block the wind where the player can travers safely.

Controls:

* No real controls
* The player walks into the wind and gets pushed

Mechanics:

* The player must avoid being caught in the gusts to prevent their flame from being extinguished.
* Gusts push the player, making precise movement more challenging.
* Player gets pushed by the wind
* Constant wind when the player enters the wind zone
* A way for objects to block the wind and protect the player from getting damage.

Art:

* Visual representation of wind gusts with directional particle effects.
* Windows with visual indicators showing they can emit gusts (e.g., curtains fluttering).

Sound:

* Whooshing wind sound when gusts occur.
* Environmental sound of flapping curtains or creaking windows.

## Stats

## Wind gust duration: constantly on

## Time before extinguishing: 10 seconds of continuous exposure.

## Push-back force: 2 blocks per second.

* Remove 10 health every 3 seconds that the player is in the wind

## Backstory

## These gusts represent the unstable environment of the house, reflecting its dilapidated state and the natural elements encroaching upon it.