When hit by fart: Characters in active dialogue (with a speech bubble over their heads) if hit by fart, apply a “shattering glass” sound to imply breaking their conversation. If this is too difficult to implement, the glass break sound can happen whenever it hits a character whether speaking or not, to notify player of a successful hit. This might be the way to go since characters will likely have a speech bubble over their heads most if not all of the time. At the glass break sound, a new speech bubble will pop up with the below dialogue per character.

Characters:

1. Rhonda
2. Blaire
3. Guava
4. Xander
5. Winston
6. Boss
7. Vlor
8. Obeesha
9. Flavia
10. Dirk
11. Cammy
12. Dale
13. RhondaFart1 “That’s too juicy…”
14. BlaireFart1 “Gag me with a spoon!”
15. GuavaFart1 “Honey, that is ferocious.”
16. XanderFart1 “Woah. Locally grown.”
17. WinstonFart1 “My nostrils can’t repel firepower of that magnitude!”
18. BossFart1 “WHO SH\*T IN MY OFFICE!?”
19. VlorFart1 “It is vafting!”
20. ObeeshaFart1 “Straight nasty.”
21. FlaviaFart1 “Ay Dios mio!”
22. DirkFart1 “Not cool, bro.”
23. CammyFart1 “EEK! I need a safe space!”
24. DaleFart1 “Dang! Drain the swamp, guys!”