# Light & Mood Trigger Examples

Below are sample light and sound interactions designed to emotionally anchor the player. These are not just effects — they are emotional cues meant to be felt inwardly, then mirrored outwardly.

## 🟡 Ignisia – “You Have a Spark”

- Player walks across cracked ground: soft ember sound triggers glowing footstep trail  
- When standing still: sunrise light intensifies, and a gentle inhale sound plays  
- Lighting glow matches breath rhythm when player holds still for 5 seconds

## 🔮 Lensveil – “Your Thoughts Shape Your World”

- Glass ripple sound triggers when stepping into water reflections  
- Fog lifts slightly when correct thought pattern is selected (mirror glow intensifies)  
- Symbolic Emerson appears: faint melody shifts as her presence softens emotional tone

## 🔨 Pathforge – “You Can Choose Who You Become”

- Each choice made at the forge changes tone and lighting in the canyon  
- Path Key hums quietly when aligned with player's dominant Light Trait  
- Final choice triggers radial lightburst and layered synth tone

## 🎵 Resonara – “Your Voice Has Power”

- Singing crystal platforms light up when stepped on in rhythm  
- Weather shifts (fog, glow) tied to breath-based musical interactions  
- Still Chord triggers audio-harmonic unlock moment (emotional release)

## 🌫 Riftvale – “Even When It Breaks, Light Finds a Way Through”

- When the player holds still in uncertainty, faint bioluminescent lights grow  
- Deep sound pulse (like a heartbeat) plays as they leap to new ground  
- Anchorflare opens glowing paths only after pause or hesitation

These are emotional experiences — not traditional game triggers. Each moment is meant to teach resilience, reflection, or reverence through immersive light and sound.