Fuel Bar

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To Be Implemented

One-off cost ghost (i.e. Dashing)

● The Fuel Bar should show the amount of Fuel consumed by an action in a different color (ghost) - yellow in the example below.

● This communicates to players how much Fuel has been consumed by the action they just performed.

● Note that the actual Fuel consumed is immediately subtracted from the total Fuel.

● After the Fuel cost has been subtracted, the yellow part stays visible for a fraction of a second and then quickly decreases to match the current Fuel value.

Example from Elden Ring (see green bar):

> **Must Haves (Min Quality)**
>
> **Notes:**
> - *Action* = an action that has a one-off fuel cost (i.e. dashing)
> - values in **[square brackets]** are tentative and subject to tweaking
>
> 1. *Action* cost is detracted from the fuel bar immediately (same as current behaviour)
> 2. *Action* cost is displayed as a bar of different color (ghost bar) of a size proportional to that of the cost just subtracted from the fuel bar.
>   a. Ghost bar color (hex value): #80b321
>
>   *Mock-up:*

3. After [0.5 seconds], **if no other *Action* is performed**, the ghost bar quickly decreases to match the fuel bar.

4. As soon as the ghost bar has matched the fuel bar, it disappears.

5. If another *Action* is performed while the ghost bar is still visible (i.e. **before** it disappears):

    a. If the ghost bar was decreasing, it stops decreasing.

    b. The cost of the new *Action* is detracted from the fuel bar immediately and **added** to the ghost bar

    c. Back to point 3.

Not enough fuel to perform action

When there's not enough fuel to perform a certain action (i.e. Sprinting, Dashing, Flying etc.) the fuel bar should flash red, to:

- Clearly communicate to players why they are not being able to perform that action.
- Highlight the fact that fuel is over and they need to regen it.

Example (Stamina bar in Valheim):

Must Haves (Min Quality)	Should Haves (Premium Quality)
If an action that has a fuel cost (sprinting, dashing, flying, etc.) is performed while there's not enough fuel to pay that cost, the whole fuel bar flashes for [0.3 seconds] changing color (lerping) between the empty fuel bar color and pure red (hex value: #ff0000). *Mock-up:* 	**SFXs** Audio cues for the player: • A short SFX plays when the fuel bar is flashing • A short SFX plays when the fuel bar is completely regenerated again (100% fuel)

Already Implemented

Cost over time (i.e. Sprinting, Flying)

● Actions that drain Fuel over time (i.e. Sprinting, Flying) are displayed on the Fuel Bar as a continuous drain (i.e. without the yellow part of the bar)

Example:

Fuel regeneration

• Fuel regeneration should happen at a constant speed (i.e. not in "chunks")

For example, see how Fuel goes up after being drained by a few consecutive actions: