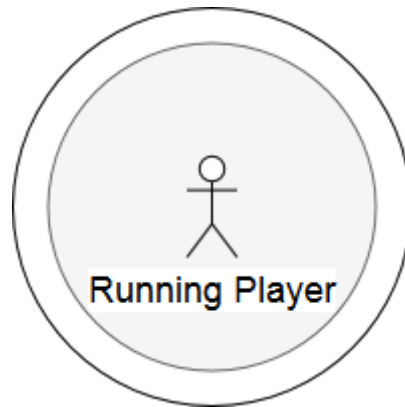# Soundwave System

Gameplay

Sound waves

In Chronon, when the player moves he creates sound waves around him. They allow the player to know the range of the sound he creates while moving. Multiple actions create sound waves:
- Walk
- Sprint
- Ground impact
- Roll

All those actions do not create the same volume of noise:
- Walk -> Quiet
- Sprint -> Loud
- Ground impact -> variable (The fall height increase the noise strength, from medium to loud)
- Roll -> Medium

Noise intensity is represented by the sound waves range, the louder the noise, the longer the wave range.
Moreover sound waves are created at various frequencies:
- Walk -> Create a wave at regular interval all along the action
- Sprint -> Create a wave at regular interval all along the action
- Ground impact -> Create a single wave on the impact frame
- Roll -> Create a single wave in the middle of the roll

Enemies

When an enemy is hit by a sound wave, he will switch into the suspected state while looking in the sound direction.
This mechanic is used to prevent the player from sprinting near enemies without being detected.

If an enemy spots the player, his alert level increase normally. If he does not spot the player he keeps looking in the same direction until his alert level reaches 0.
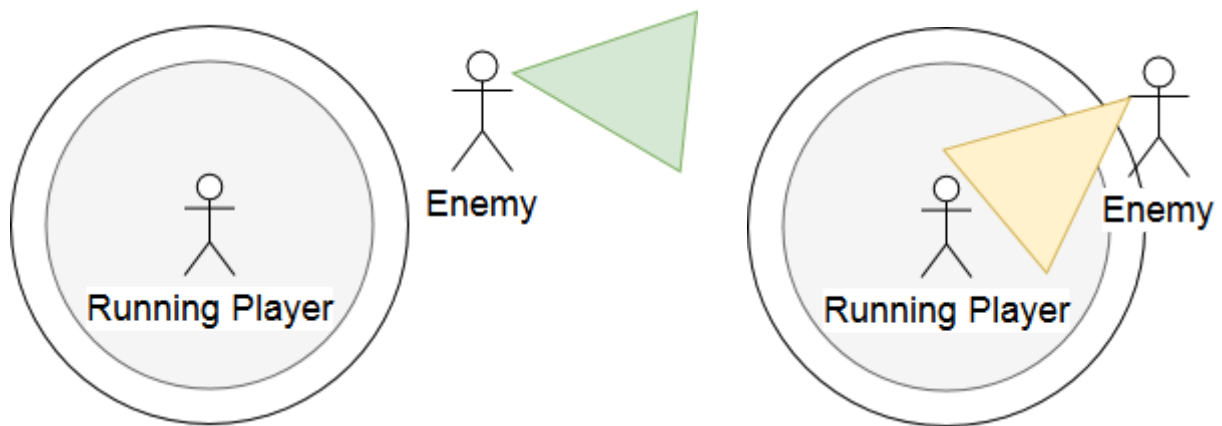
Aesthetic

Sound waves are represented by white and translucent distortion waves.
This allows the player to quickly identify the range of the noise he creates without using any interface.