# Procedural Weapon System

* Barrels
  + Short Barrel – does nothing, you have an infinite amount of those
  + Double Barrel - allows 2 shots one after the other(but cooldown is 2 times longer)
  + Rotating Barrel – for faster shooting/reloading
  + Engraved Barrel – for better shot precision
  + Large Barrel – allows launching large projectiles(rockets/nades)
  + Muted Barrel – shots make no sound
* Under-barrel Accessories
  + Fancy Metal Piece – does nothing, you have an infinite amount of these
  + Flashlight – toggled with alt
  + Laser – deals a small amount of damage constantly to anyone in the beam
  + Damage Amplifier – some more damage
  + Kamikaze set – when you die, you explode
  + Bayonet - when you get very close to someone, it will act as a knife and instakill
  + Reloader – makes your gun shoot/reload faster(see shotgun)
  + Gravity Generator – the gravgun, but with a much higher cooldown(fired with alt)
  + Time Relativiser – everyone freezes in their locations for 1 second, except for the user(fired with alt)
  + Wormhole Opener – the swapper, fired with alt
  + Grappling Hook – you are launched in the direction of the wall/player you hit(unless it is too far)(alt to fire)
  + Ooze Leaker – a slimy, slippery area is created that lasts a few seconds(alt to fire)
  + Holographic Projector – creates an unmoving hologram (undistinguishable from the original) of you at your position, and stealths the real version of you for a few seconds(alt to use)(you can’t be dealt damage in stealth, but you can’t shoot)
* Over-barrel Accessories
  + Artistic Cylinder – does nothing, infinite
  + Optical Zoom – MMB(?) to zoom
  + Damage Compensator – you take 5% less damage
  + V-amplifier – applies 5% Vamp (get it? :D)
  + Forcefield Generator – anyone who gets too close is dealt some damage each second
* Firing Chamber
  + Stylish Firing Chamber – does nothing, infinite
  + Poison-engraved Firing Chamber – bullets deal more damage
  + Vacuum Firing Chamber – shots leave no trace
  + Amortized Firing Chamber – no knockback
  + Large Firing Chamber – allows the firing of large projectiles
  + Enhanced Firing Chamber – you can shoot faster
* Main Body
  + Amazing Main Body – does nothing, infinite
  + Light Main Body – you move 10% faster
  + Electromagnetic Main Body – sacrifice some energy every time you shoot for slightly better damage, triggers the railgun effect
  + Main Body of Immortality – if you take lethal damage that would only reduce your health to a value larger than -5, your health is set to 1 and you live
  + Cushioned Main Body – Any damage that exceeds 30 is recalculated with lerp(dmg, 30, 0.1f)
  + Gaseous Main Body –you respawn instantly
* Ammunition
  + Frightening Ammunition – standard pistol ammo, infinite
  + Rocket
  + Grenade
  + Smoke Grenade(deals nearly as much damage as the normal one)
  + Incendiary Ammo – more damage, leaves a trace when flying
  + Ammo Tape – much faster shooting/reloading
  + Ethereal Ammo – anyone who gets hit moves a bit in your direction
  + Explosive Ammo – anyone who gets hit moves a bit away from you
* Handle
  + Useful Handle – does nothing, infinite
  + Automatic Handle – full auto
  + Ergonomic Handle – more damage
  + Sacrificial handle – even more damage, but you take 10% of the damage you deal

All of the “does nothing” fields just act like the pistol.

When you assemble a gun, the parts you used are taken from your inventory (stored on the master server, not per-game, but per-account), you can disassemble a gun, but you don’t get parts back – only 80% of their total cost in Wisps (or whatever currency). This is so that players need more wisps and can’t just disassemble guns to make new ones, and undo it if they didn’t like the new gun

Example weapons:

* Sniper rifle
  + Engraved Barrel
  + Damage Amplifier
  + Optical Zoom
  + Poison-engraved Firing Chamber
  + Powered Main Body
  + Incendiary Ammo
  + Ergonomic Handle
* Machine Gun
  + Rotating Barrel
  + Reloader
  + Damage Compensator
  + Enhanced Firing Chamber
  + Cushioned Main Body
  + Ammo Tape
  + Automatic Handle
* Rocket Launcher
  + Large Barrel
  + Kamikaze Set
  + V-amplifier
  + Large Firing Chamber
  + Light Main Body
  + Rocket
  + Ergonomic Handle
* Awesome Scout/Assassin Thing
  + Muted Barrel
  + Grappling Hook
  + V-amplifier
  + Vacuum Firing Chamber
  + Light Main Body
  + Ammo Tape
  + Sacrificial Handle