# Procedural Weapon System

WEAPON PARTS:

* 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)
  + 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
  + 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
  + Forcefield Generator – anyone who gets too close is dealt some damage each second
* Firing Chamber
  + Stylish Firing Chamber – does nothing, infinite
  + Vacuum Firing Chamber – shots leave no trace
  + Amortized Firing Chamber – no knockback
  + Large Firing Chamber – allows the firing of large projectiles
* 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)
  + Ammo Tape – much faster shooting/reloading
  + Ethereal Ammo – anyone who gets hit moves a bit in your direction
  + Knockback Ammo – anyone who gets hit moves a bit away from you
  + Charged Ammo – deals damage to nearby enemies with electric arcs
* Handle
  + Useful Handle – does nothing, infinite
  + Automatic Handle – full auto

RUNES/CIRCUIT PARTS:

* PROJ# - for amount of projectiles
* G-AMP – for gravity
* V-AMP – for vamp
* EXPL – for explosions
* VEC3 – for spread
* BPS – for shooting speed
* D-MIN – for damage minimization
* VEL – for speed(bullet velocity)

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. You can find weapon parts lying around the ma, and can make a weapon out of them, but can only use the weapon during the current match. After the match, you can purchase the components of the weapon. All of your personal (already owned) components that you used in that temporary weapon are returned to your inventory regardless to whether you bought the weapon parts or not. The runes you find lying on the map, however, are added to your inventory – you don’t have to buy them. Also, you can only access the rune shop whenever you want – there is no access-when-you-want weapon part shop. While the color of your projectiles and their particles is based on the stats it carries with itself, your avatar can be customized for platinum, which you can buy (also, you can find small amounts of it when playing on roguelike maps, but it’s really little). You can also change your weapon colors using platinum. On the other hand, weapon parts and runes can be bought with gold, which you can find on roguelike maps and which killed enemy monsters and players (FIXME: potential cheating with friends) drop. You can also purchase ready-to-go weapons (both pre-set and randomized) via the shop with platinum, as well as clicking on a button which gives you a random weapon part that you don’t own for a cost of platinum.