1 Weapons

The weapons in Steel Purge will be the primary source of attacking enemies. Weapons have ammo, but they are only limited to how often the player can shoot at a time before reloading. The weapons also have some extra specialities spoken about in this chapter. The player should be able to carry two weapons and switch between them quickly.

1.1 Enhancements from Weapon Parts

As parts for weapons exist in the game, each weapon has three part slots compatible for every weapon no matter what it looks like or what it shoots.

1.1.1 Barrel Mod

The *Barrel Mod* is an attachable enhancement for the weapon which grants it extra effects when the weapon is firing. I.e, the enhancement makes the weapon shoot burning bullets causing enemies to catch on fire after consecutive hits.

1.1.2 Ordinance Mod

This enhancement is essentially an extra weapon attached to the weapon itself. I.e, a flame-thrower attachment. The input action bound to using this enhancement is separate from the primary firing action. In addition, the enhancement uses a different limited resource. Lastly, the *Barrel Mod*'s effects are also applied to the *Ordinance Mod*

1.1.3 Tactical Mod

Similar to the *Ordinance Mod*, it is an external attachment on the weapon. This one is focused on giving an additional tactical effect for the player's weapon. It is not focused on lethality, but does have the opportunity for it. I.e, a *Rocket Bayonet* attachment that causes the player to fly when activating the rocket.

1.2 Special Weapons

Special Weapons are unique weapons with unique abilities that cannot be modified. These weapons are not hit-scan weapons and fire projectiles that do additional things than damage. They possess only one ability that requires an extensive amount of the external resource that also power the other mods for regular weapons.

1.3 All Weapon Ideas

This section consists of all the ideas for each weapon, including the special weapons.

1.3.1 Ballistic Weapons

Ballistic Weapons are the name of the normal hit-scan weapons. These weapons are the ones that can be customized with different mods and abilities, and only fire regular bullets.

Interesting idea: Make every weapon fire faster as the trigger is held, making the player have to "aim" more

Judger .37   Fast firing six-shooter revolver

Marshal D12   Automatic fast firing belt-fed shotgun with high ammo capacity

Viper P53   Rapid-fire tactical submachine gun

M11 Warden   Precision three-round burst assault rifle

G20 Hellstar   Dual-spin-barrel eight-round burst machine rifle

MG-X Jackhammer   Heavy machine gun with high ammo capacity

1.3.2   Special Weapons

Plasma Swarm   Energy orb launcher. Projectiles are explosive and track enemies after a certain distance they travel.

Special Ability: Salvo Storm - Launch a time bomb energy projectile that scatters multiple projectiles tracking nearby enemies

1.4   All Mod Ideas

This section describes attachments and their effects on the weapon it is attached to.

1.4.1   Barrel Mods

Wormhole Barrel   After consecutive shots hit on an enemy or surface, there spawns a black hole that sucks in all enemies and does damage to them. The player can also get sucked in but does not get damaged.

Nuclear Barrel   After consecutive shots hit on an enemy, the enemy becomes fused by radiation. This radiation causes other enemies to move away from it so that the player won't be attacked.

1.4.2   Ordinance Mods

Pocket Flamethrower   Fire a close-range stream of fire that burns enemies or other destructible objects

Cluster Launcher   Grenade launcher that launches an explosive projectile which activates a cluster-bomb in the landing area, dealing constant damage to enemies caught in it.

1.4.3   Tactical Mods

Rocket Bayonet   When activated, the player starts flying in the direction they were looking. Hitting an enemy mid-flight deals immense damage to the enemy and stops the player in their tracks

Gun Shield   When activated, all incoming damage is blocked for a period of time. The shield is placed in front of the player where they are looking