1   Weapons

Every weapon is a pair of gauntlets that can shoot projectiles and used for melee. The weapons in Steel Purge will be the primary source of attacking enemies. Weapons have infinite ammo. The weapons also have some extra specialities spoken about in this chapter. The player should be able to carry one weapon at a time, but can switch to a different one when entering a menu.

1.1   Weapons are unique

Every weapon should signify a special trait or element that only a particular weapon can posses.

1.2   Weapon ordinance

Weapons, in addition to firing, have a special ability called an *ordinance*. It uses a specific resource in order to be utilized. This ability is usually a form for utility, mobility or lethality.

1.3   All Weapon Ideas

This section consists of all the ideas for each weapon.

Joule   Kinetic energy orb launchers. Projectiles create an explosion on impact that deals damage and knocks enemies away.

Ordinance: Kinetic Bubble - Create a constant wave of kinetic energy around yourself that blocks any incoming damage

Firewall   Flame-thrower-shotgun gloves. Fires projectile flares that, upon consecutive hits, burns enemies.

Ordinance: Dragon's Breath - Activate a strong stream of fire that burns enemies and can act as a jet-pack when firing downwards.

Falcon   Rocket-powered ballistic knife launcher. Fires four rocket-knives at a time that come back to the player when the knives are far enough away. They deal damage to any enemies it hits when on its way back.

Ordinance: Rocket Charge - Activate the rocket system and charge towards an enemy to stab them with immense damage. Hitting an enemy stops the rockets.

Neostar   Powerful railgun rifle that shoots triple bursts of metal projectiles that get attracted to magnetic material.

Ordinance: Flux Field - Cast a magnetic area that lifts up enemies and holds them in place. Firing your weapon guides your projectiles to the enemies held in place. Performing this when aiming downwards on metal surfaces or enemies causes you to hover over them.