

# Combo Gun - OGAM #18

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## Player

Move type  
Char Size

3

## Bullet

Trajectory logic of bullet  
Movement modifiers  
Effects

1

## Gun

Shot Pattern of gun  
Velocity of bullet travel  
Magazine Size, oddities  
Reload Speed

2

Entity -->

Player

Guns  
Ammo Bags  
Movement  
Size

Enemy

Bullet

Velocity  
Trajectory  
Movement  
Effect

Gun -->

Shot pattern  
Muzzle Velocity  
Damage  
Magazine Size  
Reload Capacity  
Sprite

Ammo Bag -->

Sprite  
Trajectory  
Travel  
Effects  
Effect

**Weapon System** - The character has a collection of guns and ammo that can be changed freely. Think about an infinite bag of any ammo type that all share the same effects, or a bag that magically changes all ammo types to behave in the prescribed way. Instead of 7.62 orbit, then .30-30 orbit, then .243 orbit, etc. This is baked into one item with modifiers. The gun itself is a similar case, ammo size isn't a mechanic. The focus is on shot patterns, velocity, damage. Ammo may be in the future, who knows. For now, dmg from ammo type is linked to the gun.

