

# Weapons

Weapons have three different characteristics:

- **Damages**, the amount of damage the bullet shot deals to the target once it hits. It is dealt only once.
- **RoundOfFire** will require a script. It's the amount of shots produced when the Player triggers the weapons.
- **FireRate** will require a script. It's the value in seconds of the delay between two shots.

The «Default Pistol» is the weapon already in-game and should be changed for the «Pistol».

The «Explosion Pistol» uses the «Spread» damage type and the «Arc» trajectory.

Weapons	Damages	RoundOfFire	FireRate	DPS
Default Pistol	8	1	1	8
Pistol	11	1	2	5.5
Fast Fire Pistol	5.5	2	2	5.5
Heavy Pistol	16.5	1	3	5.5
Rocket Pistol	30	1	5.5	5.45

# Hand Shield

The Shield is set on the back of the character. It requires a new 3D prop. When used:

- To **activate** it, the Player must draw it from her back and pull it over her head.
- The **Protection Duration** is 10 seconds. It requires sonor and visual feedback. Cannons are **deactivated** during the Shield.
- The **Cooldown** before the next uses is 45 seconds.
- The **Cooldown Feedback** could be projected inside the Shield, like following:

