

# Weapons

We Are All One features a variety of weapons that are based on real-life weapons. The weapons designed by Cameron Butcher are created to resemble real weapons so that when a player picks up a weapon by walking over it, they can already have an idea of the function of that weapon just by looking at it. The choice of weapons primarily comes from what we, as a team, wanted to see in the game. Weapons in-game provide a variety of fire types from full automatic, burst and semi automatic. Our list of playable weapons include a Grenade Launcher, Minigun, Burst Rifle, Pistol, Shotgun and a Walkie Talkie that will call in a jet to strike at any target you set

