

Pulse CRVR

OVERVIEW

The Pulse CRVR is a semi-automatic rifle. Its use is ideal for mid to long range combat with its high damage, but ultimately excels at all.

BREAKDOWN

The Pulse CRVR works like any semi-automatic rifle. It has good long range performance while still being good and reliable in close quarters situations.

ART

A rusty, thin rifle with a big rounded double barrel with holes while having a normal extended barrel after it.

SOUND

When shooting, it produces a *TUM* with a certain amount of reverb to mimic the big barrel.

ANIMATION

When shooting, slight puffs of steam come out the barrel holes. The cases also fly out like any regular gun.

PROGRAMMING

When the player fires the weapon, it will have a delay of about 0.4 seconds in which the player isn't able to shoot. The shooting is made using line tracing in order to have it instantly hit the surface that the player is aiming at.

BEHAVIOUR

The gun should have a little delay on the shooting and requires the player to click in order to shoot. It's supposed to be a gun that the player has to hit their shots with good accuracy

and tempo in order to not lose against the opponent. The weapon has 12 bullets and each one hits for 35 damage.

TTK

1 bullet = 20 DMG

0.3 seconds cooldown between shots

5 bullets (kill) = 1.5 seconds cooldown in total

TTK ~1.6 seconds (counting shooting)

ILLUSTRATIONS

FN FAL



M1 Garand



Zweihänder (COD BO4)

