Warden 9s

OVERVIEW

The Warden 9s is a hitscan type of pistol. It shoots a bullet a time with a low but consistent time to kill.

BREAKDOWN

The Warden 9s is the starting weapon which the player has access to at all times when he spawns. It's supposed to be a way for the player to fight back even when they are at a disadvantage. It doesn't deal a lot of damage but it's reliable.

ART

A black slick pistol with a good carbon fiber handle.

SOUND

The sound it produces is the same as the reference.

ANIMATION

When shooting, the slide cocks back and the bullet's case is launched out of the ejection port like a normal gun. It's just a regular pistol.

PROGRAMMING

When the player fires the weapon, it will have about 0.2 seconds of delay after a shot to make sure the player doesn't consistently output damage.

BEHAVIOUR

The pistol has about 15 bullets with each dealing 12 damage. The point of the weapon is to act as an interlude before you get another weapon.

TTK

1 bullet = 13 DMG

0.2 seconds cooldown between shots

9 bullets (kill) = 1.8 seconds cooldown in total

TTK ~1.9 seconds (counting shooting)

ILLUSTRATIONS

Springfiled XDM 525