**Weapon Design**

A game’s combat is only as good as its weaponry. With this in mind, each member of the team came up with at least one design for a weapon to be used within the game. These were specifically designed to be unique from one another, however the team kept in mind that no weapon should be superior over another unless a specific situation is designed to favour it.

Each weapon’s abilities are described in more detail in their respective sections.

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| Weapon | Movement Ability | Reason to use for attacking | Base Damage |
| Sword | Double Jump | High damage potential | 50 |
| Shield | Shield Slide | Invulnerability with high knockback | 0 |
| Staff | Helicopter Hover / Glide | Deflects projectiles | 30 |
| Scythe | Used to hook on ziplines | Minor heal on kill | 60 |
| Hook shot | Grapples enemies | Range bonus | 30 |
| Daggers | Wall running | Speed boost on kill | 80 |