**Weapon Design**

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

Each weapon abilities and described in more detail in their respective sections, however, below lists the weapons general use case and its damage output.

|  |  |  |  |
| --- | --- | --- | --- |
| 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 |