Feature doc: Pistol

# Executive Summary –

## Goals:

* + This will be the main weapon of the player by default.
  + Must be the “weakest” out of the 3 weapons (meaning it shouldn’t be weak itself, but it should not offer as many advantages as the other weapons).

## High Level Summary:

* + Has infinite ammo, forcing the player to start with this weapon or come back to it when the ammo of the other weapons is depleted.
  + Has medium range, accuracy and firerate in order to be a sort of “Jack-of-all-trade” weapons which is good in every scenario, but not optimal and so it is overshadowed by the other weapons in specific situations.

# Feature breakdown –

## Controls:

* + LMB to shoot. Must be used repeatedly as the next shot does not trigger automatically if maintained.

## Mechanics:

* + Shoots a small projectile which does damage on impact.
  + The small projectile travels fast, but slow enough so that hitting a faraway target is a challenge.
  + The pistol has a long range, longer than the lava gun but shorter than the crystal gun.
  + The firerate should be faster than the lava gun (EXACT VALUE TBD).
  + The projectile interact ONLY with enemy player: the owner player and any other object in the game world doesn’t have any interaction with the projectile (except the projectile destroying itself upon collision with the environment).

## M1911 | Call of Duty Wiki | FandomVisuals:

* + The gun is smaller and metallic gray: a normal redundant pistol.

## Sound Effects:

* + Does a small pistol shooting noise, must not sound incredibly powerful like a revolver shot, but more like the basic Call of Duty 1911 pistol.

## Challenge & Connections:

* + It must be properly balanced with the other guns, as this weapon could be used too frequently if the pros overshadow the cons, especially when it doesn’t require any ammo. It’s strength should reflect that it is the default weapon, meant to be used as a secondary and not a primary firearm.

## Backstory:

## Monks respect their deity to the upmost degree, and the most skilled monks use the Crystal gun to protect the volcano and its precious crystal from any possible thief. However, most of those thieves are petty brigands who are simply looking to fill their pockets with gold by selling such godly material to warlords. Those petty creatures are not worth the Crystal’s or the Volcano’s wrath. And so, through their incredible martial prowess and flexibility, the Monks have been known to sneak on said petty thief to beat them up before stealing their weak pistol and ending them with their own weapon. As time went on, the temple now boasts a formidable collection of those firearms and uses them as ordinary tools or basic fighting weapons.

Flags: