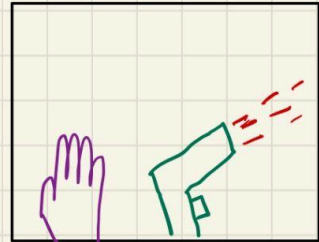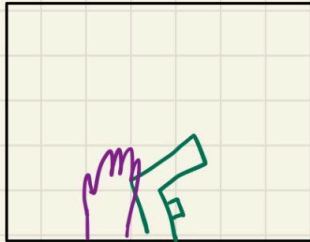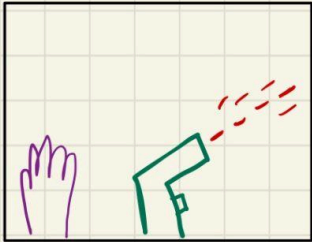# Weapon Interactions

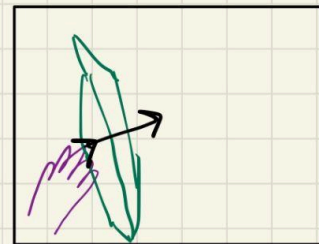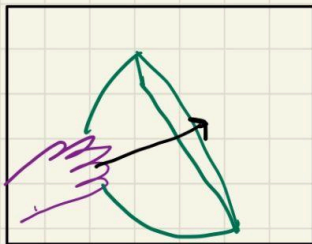Amanda Hernandez Sandate

Interaction Descriptions

1. When the user uses a gun-like weapon, they must manually reload the weapon after a certain number of shots.

2. When users use a bow-like weapon, the user must pull back the drawstring with one controller and aim with the other controller. The farther the string is pulled, the stronger the shot is.

3. When users use basic throwing weapons (i.e. throwing knives), they can do so by quickly flicking the controller. The knife's trajectory depends on the angle and velocity of the flick.

4. When the user throws a javelin weapon, the user can use one controller to aim and release the throw.
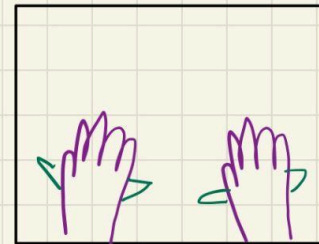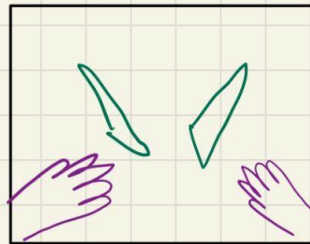
Storyboards

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