

Weaponpitch for the shooter Battlesense: <https://www.indiedb.com/games/battlesense/>

Sword and Buckler

Basically a shield and a sword.

Both can be used independently from another with 2 options: A short click which executes a quick strike and a longer buttowndown will execute an alternative attack, which however briefly renders the weapon useless.

Sword (leftclick)

1. click: a quick horizontal strike. (main damage potential)
2. buttowndown: The sword is thrown. Clicking again makes the player teleport to the sword and pick it up again. However, he is briefly vulnerable. Sword remains in the wall for 3 seconds. Then it is teleported back to the user

Shield (rightclick)

1. click: A quick shield strike that can throw projectiles back and push/stun enemies away. (low damage, very short range)
2. buttowndown: shield is thrown in an arc like a boomerang (See Captain America). Shield flies directly back to the caster's current position when the button is released. Catching also briefly blocks use. Enemies hit are stunned to enable a direct hit with the sword throw to bridge the distance.



Historical ornamented Sword and Buckler