**Weapon System - Group 7**

Yunis Al-Breihi

Richard Nordström

Fredrik Hanses

**Game Reference: Doom 2016**

The controls used are:

Left mouse Button - Weapon Primary fire

Right mouse Button - Weapon Secondary fire

R – Reload

You are placed in a shooting range, where you have four different guns to choose from. Walk over them to pick them up, switch the weapon equipped with keys 1-4.

Weapons to choose from:

Automatic Rifle - Hold LMB to fire, RMB for zoom.

Shotgun - LMB for single spread shot, RMB for triple rapid fire.

Sniper Rifle - LMB for fire, RMB for zoom.

Rocket launcher - LMB to fire rocket (projectile).

These guns are set to replicate the guns in Doom 2016's functionality, as close as we could. The weapon that needs most work, is the rocket launcher, which we need to create specific projectile types for.

As of now it just fires a basic projectile to show that you can choose fire-type and select the projectile you want.

We realized that the weapons in Doom are designed for fast-paced gameplay and are quite simple. We have more functionality such as reload that are not used in Doom.

Our system is built to let a designer add components, that we scripted, to a base weapon blueprint. Then use the functions on these components to initialize and run them. We tried to keep the available components to a minimum, so no one gets confused on what to use when building a weapon.

Most of these components are straightforward. The only one that needs some clarification is the fire component, which is used to run rapid fire. In our system the components have functions put in an array that run when firing the gun. This is the solution we used to be able to integrate rapid fire on the components. However, it does need some tweaking of parameters on some of the components for it to work optimally.